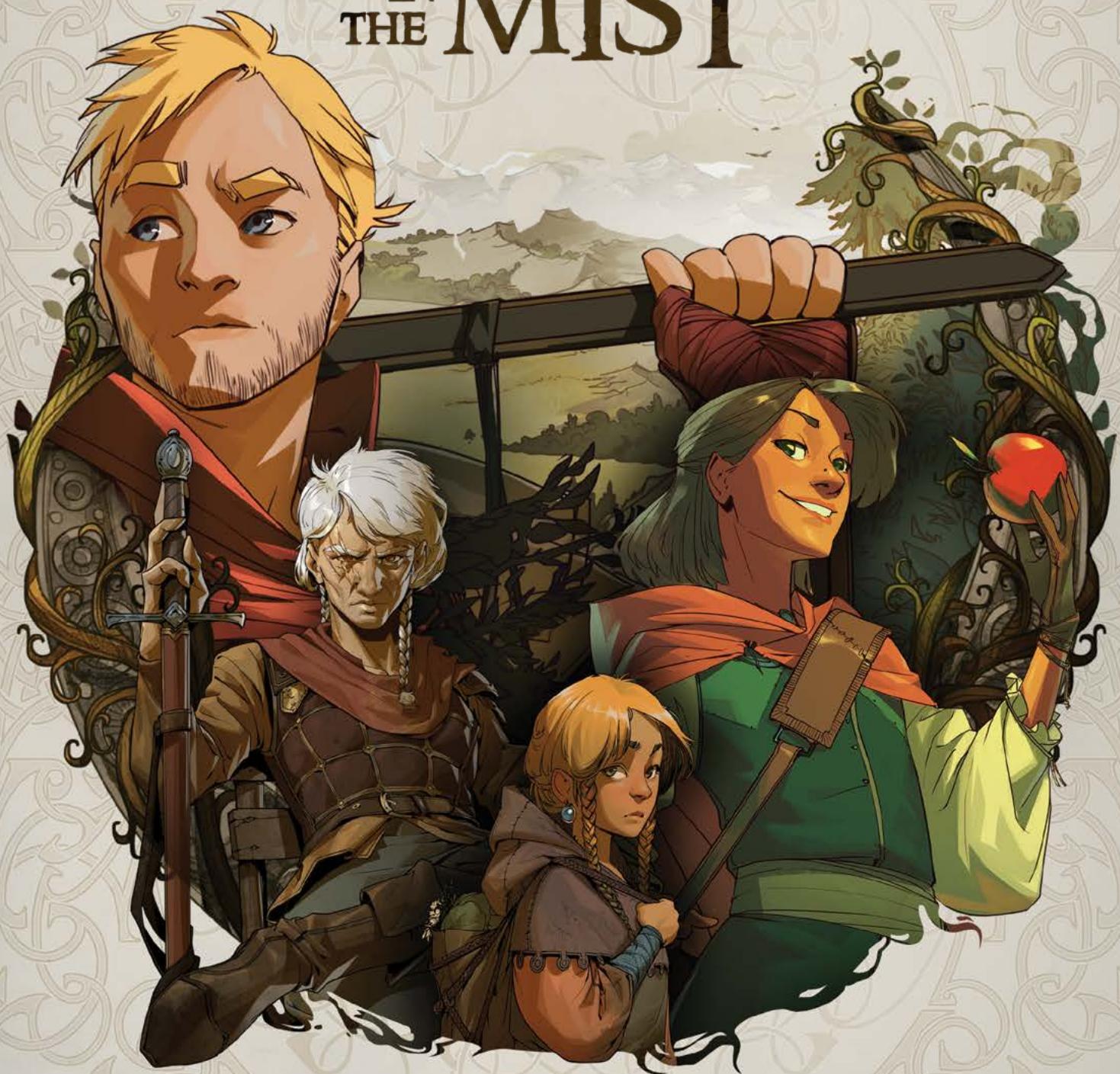


THE RUSTIC FANTASY ROLE-PLAYING GAME

LEGEND IN THE MIST



CORE BOOK

VOL. I · THE HERO



SON OF OAK

GAME STUDIO

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Long ago, in kingdoms long forgotten, great sovereigns uncovered the secrets of Thaumaturgy and labored to bring wonders and joy to their people.

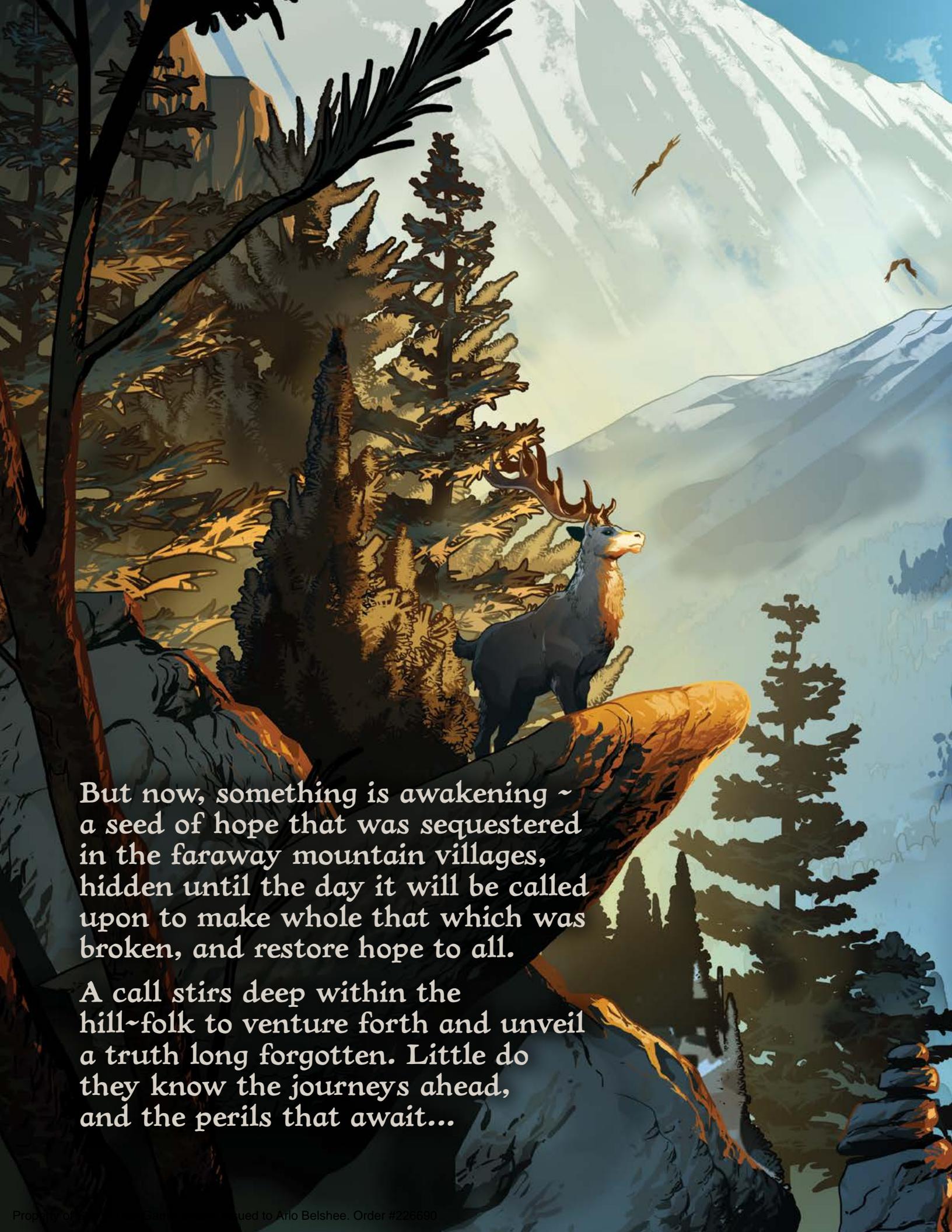
That Great Age ended with betrayal, greed, and unbridled wrath. Wretched power was unleashed, and perils hitherto unknown to mankind came into the world: Creatures of twilight and of malice, cunning, and terror.

Ancient towers and forts fell and sank in the swamps of time, and with them, the secrets and answers that could ward off the darkness.



Centuries passed by.

The world grew cold. Folk got
by, their hearts growing ever
more suspicious under the threat
of the shadows in the night.



But now, something is awakening ~
a seed of hope that was sequestered
in the faraway mountain villages,
hidden until the day it will be called
upon to make whole that which was
broken, and restore hope to all.

A call stirs deep within the
hill-folk to venture forth and unveil
a truth long forgotten. Little do
they know the journeys ahead,
and the perils that await...



LEGEND IN THE MIST

COREBOOK
VOL. I ~ THE HERO

THE RUSTIC FANTASY ROLE-PLAYING GAME

Created by

AMIT MOSHE

Writing & Game Design

AMIT MOSHE

ERAN AVIRAM

ITAMAR KARBIAN

KELLY BLACK

Art

ALEJANDRA PINAL

MARIUSZ SZULC

MARK HRETSKYI

ZACH CAUSEY

Graphic Design

MANUEL SERRA SÁEZ

Art Direction

AMIT MOSHE

Editing

ERAN AVIRAM

Production

OMER SHAPIRA

INBAR BARZILAY

Cartography

MARIUSZ SZULC

Operations

EDWARD GUEVARA

Proofreading

MARSHALL OPPEL

Son of Oak Team

ALBA MARTÍNEZ

ALFONSO CAMPOS

KEND'OR WILSON

KEVIN CARPENTER

KRISTOFF ALEJO

WILL EDWARDS

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Volume I: The Hero

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In this faraway land of forested mountains and brook-strewn valleys, there lives with his family a young deer stalker named Gerrin.



The Game

Let's tell a Legend in the Mist!

In this game you play a character, the **Hero**, and tell a story about their journey.

The story has a **Narrator**, which can be you or another player, and there can be other Heroes, too. For now, the Narrator will be this book.

Content warning: This tutorial features potential loss of a loved one and some battleground violence.



Gerrin is a **spirited youth**,
skilled with a bow, and
a talented **deer stalker**.
But more than all, he is
devoted to his family.

The Hero

In this tutorial story, you are Gerrin, the deer stalker. Your character is made out of **tags**, the short descriptors above **highlighted in yellow**.

To play, you will need two six-sided or *Legend in the Mist* dice, and some pen and paper or Tracking Cards and markers to track changes.



On this fateful day,
Gerrin is out hunting.



Your Themes & Tags

Your Hero's four main tags have other tags attached to them, providing more details. Together, each such set of tags is called a **theme**. The tags in a theme are called **power tags**, except for the last tag in each theme, which is a **weakness tag**, highlighted in **orange**.

GERRIN'S TAGS

Spirited Youth, untapped fierceness, inner compass, **hard-headed**

Deer Stalker, stealthy step, keen senses, **loner**

Skilled with a Bow, father's yew bow, rapid second arrow, **close combat**

Devoted to Family, good listener, tough it out, **family is my soft spot**

Gerrin wasted no time, rushing back to his family's cabin...

Pops!

Here they come.

You called the Wise One?

What happened?

Your mother,

she's very ill,
she was coming
home from the
village and...

She had the misfortune of
coming across something...

unnatural...

which left its
poisoned mark
on her.

There is a remedy
to this witching poison,
that I've come across
many years ago,

But the chief
ingredient...

it is very hard
to come by.

The Story —

The story begins with some exposition from the Narrator which poses a quest, something at stake that propels the Hero to undertake a journey.

While the player (you) plays the Hero, the Narrator plays all non-Hero or **non-player characters (NPCs)**. These can be the Hero's allies, mentors, enemies, rivals, or passersby - anyone who might feature in the Hero's story.

It's an herb called **Rime Thistle** that can only be found on the north slopes of mountains, above the treeline.

Its flower, ball-shaped, is in beautiful shade of azure.

You're a huntsman, Gerrin. Perhaps you could find it.

Yes, anything. I'll find it.

But I wish to see her first.

Mother...

Stay strong.

I will return with the cure.

I will be blunt, Gerrin. I don't know if she can last the day. Be back before sunset.

And take this **charm**.

If the fiend that did this is still out there, this may offer some defense against its evil.

Thank you, Wise One. I will return in time. Keep her safe.

Your Quest

Each theme also has a **Quest** - one of your Hero's goals. In this example, we will use only two out of your four quests:

Spirited Youth:

Never surrender to darkness or despair.

Devoted to Family:

Find a cure for my mother's illness.

Your Backpack

Lastly, you have a **backpack** in which you can store temporary tags, called **story tags**.

Your Hero starts the game with the tag **protective charm** in their backpack.



THEME CARD



TYPE Personality

Spirited Youth

Untapped fierceness

Inner compass

Hard-headed

QUEST

Never surrender to darkness or despair.

THEME CARD



TYPE Circumstance

Deer Stalker

Stealthy step

Keen senses

Loner

THEME CARD



TYPE Skill or Trade

Skilled with a Bow

Father's yew bow

Rapid second arrow

Close combat

THEME CARD



TYPE Devotion

Devoted to Family

Good listener

Tough it out

Family is my soft spot

QUEST

Find a cure for
my mother's illness

BACKPACK

Protective charm

Record your Hero's details – themes, tags, and Quests – on a sheet of paper, a *Legend in the Mist* character sheet, or *Legend in the Mist* theme cards.

During play, if you gain new tags, write them down in your backpack or on *Legend in the Mist* tracking cards.

You're ready! Turn the page to embark on your fateful journey.



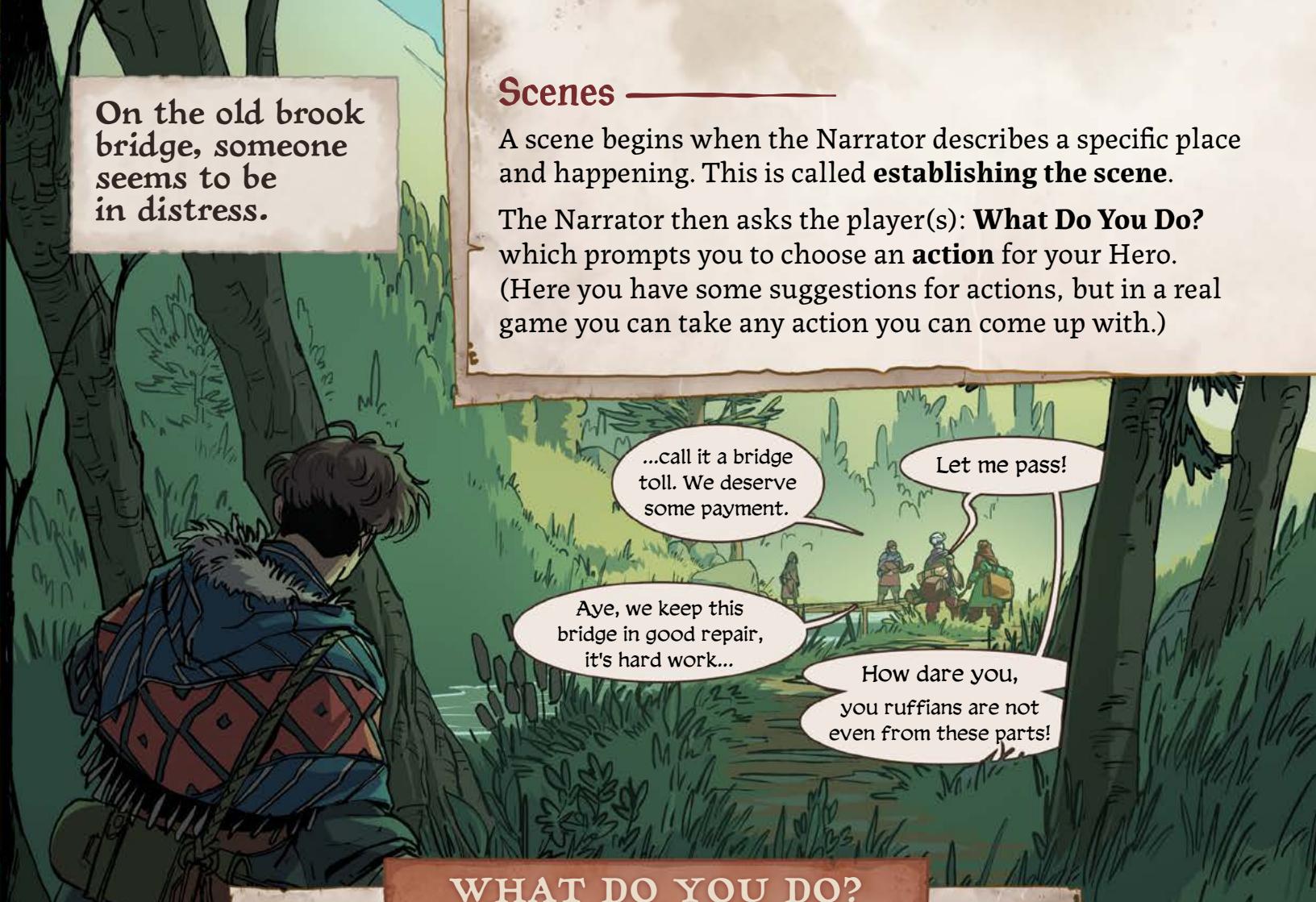
And so, with a heavy heart
and a sense of urgency,
Gerrin sets out to find
the Rime Thistle that
could cure his mother...



With silent determination,
he walks through parts of the
forest well-known to him.



Known ~ but not safe.



On the old brook bridge, someone seems to be in distress.

Scenes

A scene begins when the Narrator describes a specific place and happening. This is called **establishing the scene**.

The Narrator then asks the player(s): **What Do You Do?** which prompts you to choose an **action** for your Hero. (Here you have some suggestions for actions, but in a real game you can take any action you can come up with.)



WHAT DO YOU DO?

Choose your action and turn the page to discover the outcome.



I observe from a safe distance.



I slip into the forest and sneak closer, unnoticed.



I march over and speak to them.

Action & Outcomes

Every Hero action has an outcome:

Success ♦, negative **Consequences** ♠, or both ♦.

After you describe your action, the Narrator chooses one of three ways to arrive at the outcome: **Simple**, **Quick**, or **Detailed**.

SIMPLE OUTCOME

With a Simple outcome, shown here, the Narrator simply tells you what happened, based on the scenario, your Hero's tags, and the details of the characters involved. The Narrator can also give you new tags, good or bad, as a Success or a Consequence. This method is used to keep the story going without using the dice.

Follow the outcome of your chosen action

I observe from a safe distance.

I slip into the forest and sneak closer, unnoticed.

I march over and speak to them.



You remain at a safe distance, watching the ruffians harass the traveling woman. To judge by their clubs, they appear to be ill-intending bandits.

You contemplate walking away, but going off the path will waste precious time. What more, you feel a *pang of remorse* leaving the traveler to fend for herself (add this tag to your notes).

A *deerstalker of stealthy step*, you have no difficulty creeping up closer unnoticed and you settle in a *good hiding spot* (add this tag to your notes).

However, while you sneak, the hooded figures ~ bandits, no doubt ~ beset the traveler, a peddler, and threaten her to surrender her goods.

You walk proudly toward the band, introducing yourself. They turn from the peddler to face you.

But they will not yield the peddler. Instead, they threaten you as well.

CONTINUE TO THE NEXT PAGE

CONTINUE TO THE NEXT PAGE

A New Round Begins —

With your action and its Consequences resolved, the Narrator describes the scene again, re-establishing what's going on. This starts a new turn of the **Establish-Action-Consequences** cycle which repeats throughout the scene.

THREATS

When the Narrator establishes that something suspicious or dangerous is happening, it's called a **Threat**. A Threat can later manifest into Consequences, so use your actions wisely to avoid or address Threats.



WHAT DO YOU DO?



I rally the peddler to help me fight off the bandits.

CONTINUE TO PAGE 21



I rush to the rescue, standing between the bandits and the peddler.

CONTINUE TO PAGE 22



I let fly a warning shot to scare them away.

CONTINUE TO PAGE 23

QUICK OUTCOME

This time, let's get the dice involved! A Quick outcome is used when the Narrator wants a quick yes/no answer to what happens next.

Start by invoking (naming) the tags that **help** or **hinder** your action.

- For each helpful (positive) tag, your action gains 1 **Power**.
- For each hindering (negative) tag, your action loses 1 **Power**.

Tags that could affect your action include your Hero's tags, but also your adversaries' or the environment tags. The Narrator will tell you if there are other tags that affect your action.

Power

Power is a number that represents how likely your action is to succeed and how effective it is.



Dice Roll

Roll two dice and add your Power.

If the total is:

- **10 or more** , the action succeeds without Consequences.
(If you ignored a Threat, you may still suffer Consequences.)
- **7 to 9** , your action succeeds but you take Consequences.
- **6 or less** , the action fails and you take Consequences.



Power

What could help?

Each helpful tag gives you +1 Power. Gerrin is a *spirited youth* with *untapped fierceness* that suddenly overtakes him. That's two tags, so a Power of 2.

If Gerrin feels a *pang of remorse* for not helping earlier, it could make him more eager to help now. Add 1 more to your Power.

What could hinder?

Each hindering tag reduces your Power by 1.

Is Gerrin in a *good hiding spot*? Pleading the peddler to fight from a position of safety is not very convincing!

Reduce your Power by 1.

Roll!

Roll two dice and add your Power. Read the result to the right.



10+ ⚪

The peddler jumps to her feet, fists up!



You've recruited the peddler and so you gain a tag - *peddler*.

9-7 ⚪

Apply both ⚪ and ⚫

6- ⚫

The bandits turn to face you, and now they're *angry*!



Consequences often include tags that could be bad for your Hero and good for your opponents. Keep track of the bandits' tags separately from yours.

CONTINUE TO PAGE 24

No!

I rush to the rescue, standing between the bandits and the peddler.

Power

What could help?

Each helpful tag gives you +1 Power. Gerrin is a *spirited youth* with *untapped fierceness* that suddenly overtakes him. That's two helpful tags, so a Power of 2. If Gerrin feels a *pang of remorse* for not helping earlier, it could make him more eager to help now. Add 1 more to your Power.
If Gerrin is springing out of a *good hiding spot*, it could give him an advantage. Add 1 more to your Power.

What could hinder?

Each hindering tag reduces your Power by 1.

There are no tags in the game right now that could hinder this action. That can happen too!

Roll!

Roll two dice and add your Power. Read the result to the right.



10+ ⚪

You reach the peddler in time to protect her from the bandits, standing in their way!



You've recruited the peddler and so you gain a tag - *peddler*.

However, your action did not address the Threat posed by the bandit - it just gave him a new target! You also suffer the ⚫ Consequences, regardless of your success.

9-7 ⚪

Apply both ⚪ and ⚫

6- ⚫

You're hit with a blow of one bandit's club, which takes the wind out of your sails.



Consequences can take away your useful tags.

Scratch out *untapped fierceness*. It can't be used until recovered.

CONTINUE TO PAGE 24



Power

What could help?

Each helpful tag gives you +1 Power. Gerrin is a *spirited youth* with *untapped fierceness* that suddenly overtakes him. He's also *skilled with a bow* and equipped with his *Father's yew bow*. That's four helpful tags, so a Power of 4. If Gerrin is shooting out of a *good hiding spot*, it would give him an advantage. Add 1 more to your Power.

What could hinder?

Each hindering tag reduces your Power by 1.

The Narrator lets you know that these bandits are *hardened*, having survived conflict before. It's not so easy to scare them. Reduce your Power by 1.

Roll!

Roll two dice and add your Power. Read the result to the right.



10+

Startled by your arrow, one of the bandits lets out a cry of terror and flees down the hill!



Sometimes a success steers the story your way. Having to deal with fewer bandits will make things easier later.

9-7

Apply both and

6-

The bandit whose ear you almost clipped gets *angry*.

You cheeky brat!

You almost shot my ear off!

Consequences often include tags that could be bad for your Hero and good for your opponents. Keep track of the bandits' tags separately from yours.

CONTINUE TO PAGE 24

The bandits advance toward you, ready to tackle you down and dish out a beating!

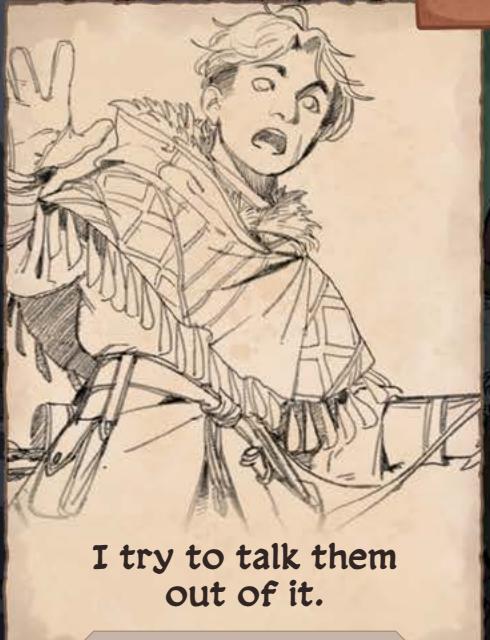
Get 'em!

And grab any good stuff they have.

YEAH!

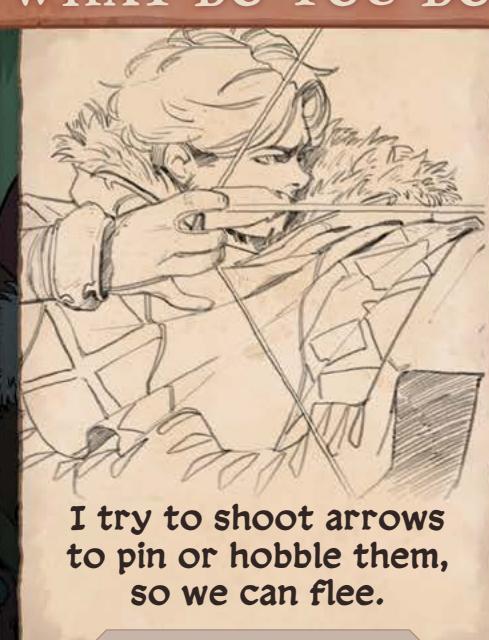
We didn't come all the way up the mountain for nothin'!

WHAT DO YOU DO?



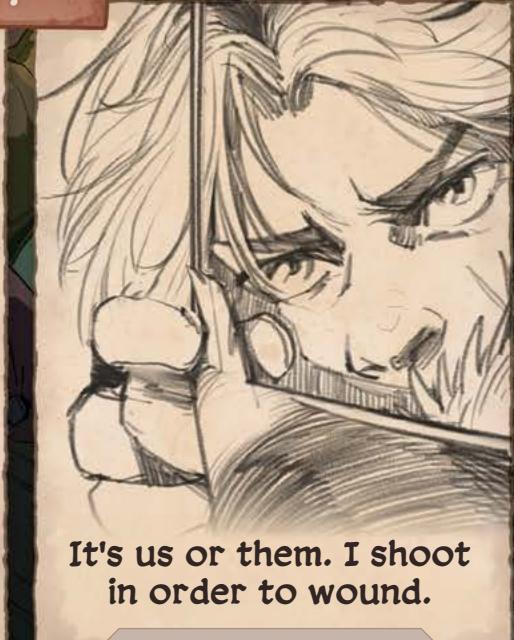
I try to talk them out of it.

CONTINUE TO PAGE 25



I try to shoot arrows to pin or hobble them, so we can flee.

CONTINUE TO PAGE 26



It's us or them. I shoot in order to wound.

CONTINUE TO PAGE 27

A new round begins, and the Narrator describes the scene again, making a new **Threat**. In this high-stakes conflict, your actions will be resolved in the **Detailed** way.

DETAILED OUTCOME

You **count your Power** and **roll the dice** in the same way as with the **Quick** outcome (see page 20).

If you succeed, you'll be able to **spend your Power** on various **Effects**, adding or removing tags from yourself and other characters!

STATUSES

The most common Effect is **giving a status**. A **status** is a special tag that has a tier (number) from 1 to 6, measuring its intensity. A status always describes a temporary condition, never an item or thing. It is marked with a *green highlight*.

Creating a status costs 1 Power per 1 tier. In other words, the tier of the status you will give the bandits is the same as the Power of your action!

Statuses affect your actions. You add to your Power the tier of your most helpful status in the situation, and subtract the tier of the most hindering status.

Statuses are recorded on tracking cards, like so.



Tag Expiry

Tags you gain during the story expire when they are no longer true or make sense. Scratch out good hiding spot or pang of remorse, if you had them. They expired as soon as you intervened on behalf of the peddler. Your power tags never expire, but they can be temporarily scratched out, becoming unavailable.

I try to talk them out of it.

Listen, let's talk about this.
I'm sure we can work it out somehow...

10+ ⚡

Your words seem to reach them, and they pause, looking at each other.



You give the bandits a *convinced* status, with a tier equal to the Power you rolled with. If your Power was zero or less, the tier is 1.

Convinced

TAG

1 2 3 4 5 6

CONTINUE TO PAGE 29

9-7 ⚡

Apply ⚡ and read on:
The bandits are listening, but they want to get something in return. What will you give them?



Scratch out an item tag: *protective charm*, if you have it and are willing to trade. You can only do this once. Otherwise, read the Consequences below.

CONTINUE TO PAGE 29

Power —

What could help?

Spirited youth - Gerrin is not afraid to speak out.

If you rallied the *peddler*, it might make the bandits rethink their position. She's also a good negotiator.

What could hinder?

▀ *Hard-headed* - compromise does not come easy to Gerrin.

If the bandits are *angry*, it's harder to convince them to let you go.

If Gerrin is *stunned*, it makes it harder for him to talk.

Roll! —



Roll two dice and add your Power.

Spend —

If your action succeeds, you'll spend your Power to give the bandits a *convinced* status.

6- ⚡

The bandits have had enough talking, and they give you a beating with their clubs!



Consequences can involve taking a negative status. In this case, the bandits give you *stunned-2*.

Stunned

TAG

1 2 3 4 5 6

X

CONTINUE TO PAGE 28

I try to shoot arrows to pin or hobble them, so we can flee.



Power

What could help?

Skilled with a bow

Father's yew bow

Rapid second shot (if you already made a shot before)

If the bandits are already *hobbling*, they are easier to hit.

What could hinder?

Close combat - Gerrin's bow is not ideal for shooting very close opponents.

If Gerrin is *stunned*, it makes it harder for him to shoot.

Roll!

Roll two dice and add your Power.

Spend

If your action succeeds, you'll spend your Power to give the bandits a *hobbling* status.

10+ ♦

Your arrows fly true, and you manage to slow some of the bandits down, without hurting them too severely.



You give the bandits a *hobbling* status, with a tier equal to the Power you rolled with. If your Power was zero or less, the tier is 1.



CONTINUE TO PAGE 29

9-7 ♦

Apply both ♦ and ♠

CONTINUE TO PAGE 28

6- ♠

The bandits rush you and strike you with their clubs!



Consequences can involve taking a negative status. In this case, the bandits give you *stunned*-2.

Stunned



CONTINUE TO PAGE 28

It's us or them. I shoot in order to wound.



Power

What could help?

Untapped fierceness - Gerrin is showing his true grit.

Skilled with a bow

Father's yew bow

Rapid second shot (if you already made a shot before)

If the bandits are *hobbling*, they are easier to hit.

What could hinder?

The bandits are *hardened*, and can take a cut or two.

If Gerrin is *stunned*, it makes it harder for him to shoot.

Roll!



Roll two dice and add your Power.

Spend

If your action succeeds, you'll spend your Power to give the bandits a *wounded* status.

10+

Your arrows fly true, and you injure the bandits.



You give the bandits a *wounded* status, with a tier equal to the Power you rolled with. If your Power was zero or less, the tier is 1.



[CONTINUE TO PAGE 29](#)

9-7

Apply both and

[CONTINUE TO PAGE 28](#)

6-

The bandits rush you and strike you with their clubs!



Consequences can involve taking a negative status. In this case, the bandits give you *stunned-2*.

Stunned



[CONTINUE TO PAGE 28](#)

Taking a Status

Ouch, your Hero has taken a negative status!

Luckily, when your Hero suffers some Consequences, the Narrator may allow you to take a reaction to **lessen** the harm. Let's try this now with the status you just received.

LESSEN THE BLOW

You now roll a **reaction**. Count your Power and roll the dice; if you succeed, you spend Power to **reduce the negative Effects**.

Every point of Power you rolled with reduces the tier of the status by 1. If you roll 10+, you get one extra point of Power with which to lessen the status. If you get 6 or less, you take the status as it is, without any further Consequences.



Power

What could help?

Tough it out - Gerrin can endure a little pain.

What could hinder?

Nothing hinders this roll.

Roll!

Roll two dice and add your Power.



Spend

If you get 7 or higher, you'll spend your Power to lessen the incoming status.

STATUSES AFFECT YOUR ACTIONS!

When a status supports an action, add its tier to the action's Power. When a status hinders an action, subtract its tier from the action's Power.

But only the highest positive status and the highest negative status are counted. All other statuses are ignored, even if they are relevant.

7+

You take the hit but endure the pain.



Reduce the incoming *stunned-2* status tier by 1 for every point of Power you had, and one more if you rolled 10 or more. If it reaches zero or below, you don't get the status at all!



6-

The hit lands hard, and you take its full brunt!



Your incoming *stunned-2* status stays the same.

CONTINUE TO THE NEXT PAGE

Will Gerrin gain the upper hand?



Overcoming a Challenge

This group of bandits is a single **Challenge** - something that stands in your way, and that must be **overcome** through action.

Heroes, and many Challenges, have a **Limit** of how much they can take of a certain status, a number between 1 and 6. When they receive a status of that tier or higher, they are overcome: overcome Heroes cannot act and lose control of the scene, while overcome Challenges cease to pose a threat. Limits are *highlighted in red*.

DEFEAT: YOUR HERO'S LIMIT

Heroes are overcome at tier 5. If Gerrin takes a *stunned-5* status, for example, he passes out and cannot continue to fight. If he takes *convinced-5*, he stops arguing and aligns himself with whoever convinced him.

IF YOU WERE OVERCOME BY THE BANDITS, CONTINUE TO PAGE 30

VICTORY: THE CHALLENGE LIMIT

The bandits Challenge has the following Limits. If you made one of them run away with a warning shot, reduce all these Limits by 1.

CONVINCE 3, HOBBLE 4, WOUND 4

(Heroes don't always know a Challenge's Limits; sometimes action must be taken to discover what they are.)

If you manage to give them any of these statuses at these tiers or higher, you overcome them.

IF YOU OVERCAME THE BANDITS, CONTINUE TO PAGE 30

CONTINUE: STACKING STATUSES

Usually, one action isn't enough to overcome a Challenge and one Consequence isn't enough to defeat a Hero. Statuses need to be applied several times and **stack**, to reach the Limit.

When a status is first taken, such as *stunned-2*, mark it on a tracking card.

If a similar status is taken (*stunned-4*), mark its tier on the same card. The tier of the status is the **highest marked box**.

If a box is already marked, (taking *stunned-2* again) mark the next empty box to the right.

The next *stunned-2* would take it to *stunned-5*!

Return to the conflict and continue taking actions and dealing statuses until one side has won.

IF NEITHER SIDE HAS WON YET, CONTINUE TAKING ACTIONS UNTIL A LIMIT IS REACHED.
RETURN TO PAGE 24



VICTORY

The bandits were **WOUNDED**.



The bandits flee before you, leaving a trail of blood behind them.

COMPROMISE

The bandits were **CONVINCED**.



The bandits let you go, and you hope not to cross paths with them again.

FLIGHT

The bandits were **HOBBLED**.



You take advantage of the disoriented and tangled state of the bandits to flee up the trail, hoping they won't follow.

DEFEAT

Gerrin was **STUNNED**.



You come to after a while, with a terrible headache, only to discover your personal effects have been stolen.

WRAPPING UP THE SCENE

The scene ends when your Hero overcomes the scene's Challenges or when they overcome your Hero. Either way, it's time to move on with the story.

At the end of a scene, some statuses expire and others remain, at the Narrator's discretion. If you

had any *stunned* status at the end of the scene, replace it with *headache-2*.

If you've been defeated and robbed by the bandits, scratch out *Father's yew bow*. Your entire **Skilled With a Bow** theme becomes useless, so scratch that and *rapid second arrow* too, until you find a new bow. Scratched tags can't be used.

As Gerrin dusts himself off and prepares to continue up the trail, the peddler stops him for a moment.

Thank you for your help... Uh, I'm Erna, from Underbough. Sorry you got dragged into this. It didn't use to be so dangerous on these back roads.

Glad I could be of help, Erna. I'm Gerrin. I beg your pardon, but I don't have much time.

I must climb the mountain to find an herb called Rime Thistle. I need it urgently for a remedy.



But lately... things have been brewing in the lowlands. There's talk of war in the North, of ill-intending folk roaming about.

It seems even the peace of the high mountains is now disturbed...

Rime Thistle... aye, I know it. A blue flower. Quite rare, it only grows in very cold places.

I can help. It's the least I could do.



WHAT DO YOU DO?



I make small talk with the peddler as we walk.



I ask the peddler if she has anything useful.



I ask the peddler to help treat my *headache*.

CONTINUE TO PAGE 32

CONTINUE TO PAGE 33

CONTINUE TO PAGE 34

Allies are Tags, Too

If you haven't done so yet, add *peddler* to your backpack. Let's make it into a temporary theme and add also the tags *resourceful* and *oddball*. If you two weren't robbed (that is, if you were not

defeated by the bandits), add also *bag of curiosities* to this theme. When you take action as your allies or when they help your actions directly, use their tags as if they were your Hero's tags.

I make small talk with the peddler as we walk.

So, you're going to Barleytown? I've never been that far south.

Never?

You should go...

They have great pastries.

Actions that Give Positive Statuses

You can take action to give yourself or your allies new positive statuses.

This time, use a **Detailed outcome**. If you are successful, you can **spend your Power to give a status**. Each tier costs one point of Power, same as before.

Power

What could help?

Good listener

Peddler

What could hinder?

You're a loner and she's an oddball. It's going to be awkward.

Roll!

Roll two dice and add your Power.

Spend

If your action succeeds, you'll spend your Power to create a new status.

10+ ♦

You find common ground with Erna. Meeting a kind person gives you some encouragement.



Give yourself *hopeful*. If your Power is zero or less, you still get 1 Power to spend.

9-7 ♦

Apply both ♦ and ♠

6- ♠

After a while, you both grow silent. Erna's company suddenly reminds you of your mother, and you begin to fret.



Take *headache-1*. You cannot lessen this Consequence.

TAKE A NEW ACTION WITH THE PEDDLER ON PAGE 31 OR CONTINUE TO PAGE 35

I ask the peddler if she has anything useful.

Of course!

I have lots of useful things!

What did you have in mind?



Actions that Create New Tags

You can take action to introduce new story tags, representing new items or allies, or even new abilities.

This time, use a **Detailed outcome**. If you are successful, you can **spend your Power to create a new tag**. Each tag costs 2 Power.

Power

What could help?

Peddler

Bag of curiosities

Resourceful

What could hinder?

Nothing hinders this action right now.

Roll!

Roll two dice and add your Power.

Spend

If your action succeeds, you'll spend your Power to create a new tag.

10+

Erna finds a useful item.



You only have enough Power to add one tag of your choice: *climbing pick*, or *pretty opal*. The remaining Power is lost.

9-7

Apply both and

6-

Erna makes a mess of her bag. She won't be able to find anything useful in it until she organizes it better.



Scratch out *bag of curiosities*.

TAKE A NEW ACTION WITH THE PEDDLER ON PAGE 31 OR CONTINUE TO PAGE 35

I ask the peddler to help treat my *headache*.

Man, those hoodlums got you good.

I'm no apothecary, but I ought to have something refreshing ...
I've had Milkrest go ...
The ... they take this to get them peppy ...

Ah, there we go.

...finally.

The Peddler gives you a *tonic*.

Recovery Actions

You can take action to recover from negative conditions.

This time, use a **Detailed outcome**. If you are successful, you can **spend your Power to reduce a status**. Each point of Power spent reduces the status by 1 tier. If the status is reduced to tier zero or less, remove it entirely.

Power

What could help?

Tough it out

Tonic

What could hinder?

Nothing really hinders this action.

Roll!

Roll two dice and add your Power.

Spend

If your action succeeds, you'll spend your Power to reduce the negative status.

10+ ⚪

Your headache doesn't bother you as much.



Reduce your *headache* status tier by 1 for each point of Power you had. If it reaches zero or below, remove this status.

9-7 ⚪

You drink the entire bottle, and it helps.

Apply ⚪ and scratch out *tonic*.

6- ⚪

You drink the entire bottle, but it's not enough to make you feel better.



Scratch out *tonic*.

TAKE A NEW ACTION WITH THE PEDDLER ON PAGE 29 OR CONTINUE TO THE NEXT PAGE

As the pair emerge into a glade, Gerrin notices the sun high in the sky.

It's getting late...

I've no time to spare.

Let's leave the trail and cut up through the forest to higher ground.

Whatever you say, but I don't like this forest one bit!

We better keep our wits about us.

Statuses Tracking Progress —

The Narrator made a new Threat: the passage of time. From now on, when you take Consequences – as a result of an action or because you ignored this Threat – the Narrator may apply a *time-passes-1* status to indicate you've wasted precious time. When this happens for the first time, take a tracking card and note the status on it. Following the stacking rules (page 29), every time you get this status you'll check another box to the right.



This status is counted against a Limit – **sunset 6**. When this Limit is reached, something dramatic happens. In this case, the sun will have set and it may be too late for Gerrin to help his mother – so watch this tracker!

In his haste, Gerrin leads them
into the untrodden parts of the
woods, to the shadowed places.

Where no hunter dares to go...





Until, under an ill wind,
they spot a haunched
stranger wandering
in the woods...

You there!

Well met!

Another
bandit?

I don't think so...

Oh, well-met,
deer stalker.

You are
far from your
hunting grounds.
What brings you
this far up the
mountain?

We're here in
search of a remedy.
Perhaps you can
help us.

I'd be delighted
to help. We can trade,
the flower you seek for
something of yours.

I never
said I sought
a flower...

Who are you?
What are you hiding?
Show yourself!

Now, now...
no need to
be rash.

You might come to
rue what you wished for.



The stranger casts off its cloak, revealing a monstrous, unearthly creature that instantly towers over Gerrin...

Wha...

what are you?

I am but a humble
wanderer 'tween the trees...
a king under the stars...
and I can help you find
what you seek...
... for a price.

WHAT DO YOU DO?



I must discover more
about this creature...

CONTINUE TO THE NEXT PAGE



Is it lying to me?

*How does it know
about the flower?*

What is this thing?

What does it want?

*Was this the fiend
that poisoned mother?*

I must discover more
about this creature...

Discovery Actions

Your Hero can take action to glean new information. As always, the Narrator can tell you what you find out (**Simple**), ask for a roll and provide the information if you succeed (**Quick**), or ask you to roll and spend **1 Power for each answer or valuable detail** (**Detailed**). Let's use the Detailed way.

Power

What could help?

Keen senses

Good listener

The wandering **peddler** may have heard rumors about this creature.

What could hinder?

Headache

This creature is acting **mysterious-1**, making it hard to identify.

(Remember, only the worse of these statuses applies, see page 28)

Roll!

Roll two dice and add your Power.



Spend

If your action succeeds, spend your Power to reveal new details.

10+

If your action succeeds, spend up to 3 Power and read one paragraph for each.

WHAT IS THIS CREATURE?

You believe this to be one of the Creatures of Twilight, treacherous monsters that prey on travelers who stray too far from the trail. It is not to be trusted.

WHAT DOES IT WANT?

It truly wants to make a trade, but you're wary of what it might cost you. You sense it wants something much more than mere earthly possessions.

DOES IT HAVE WEAKNESSES?

This creature is far too big and monstrous to fight head on and there's no telling what foul sorcery it can conjure. But it seems to have a penchant for trades. Maybe you can outsmart it.

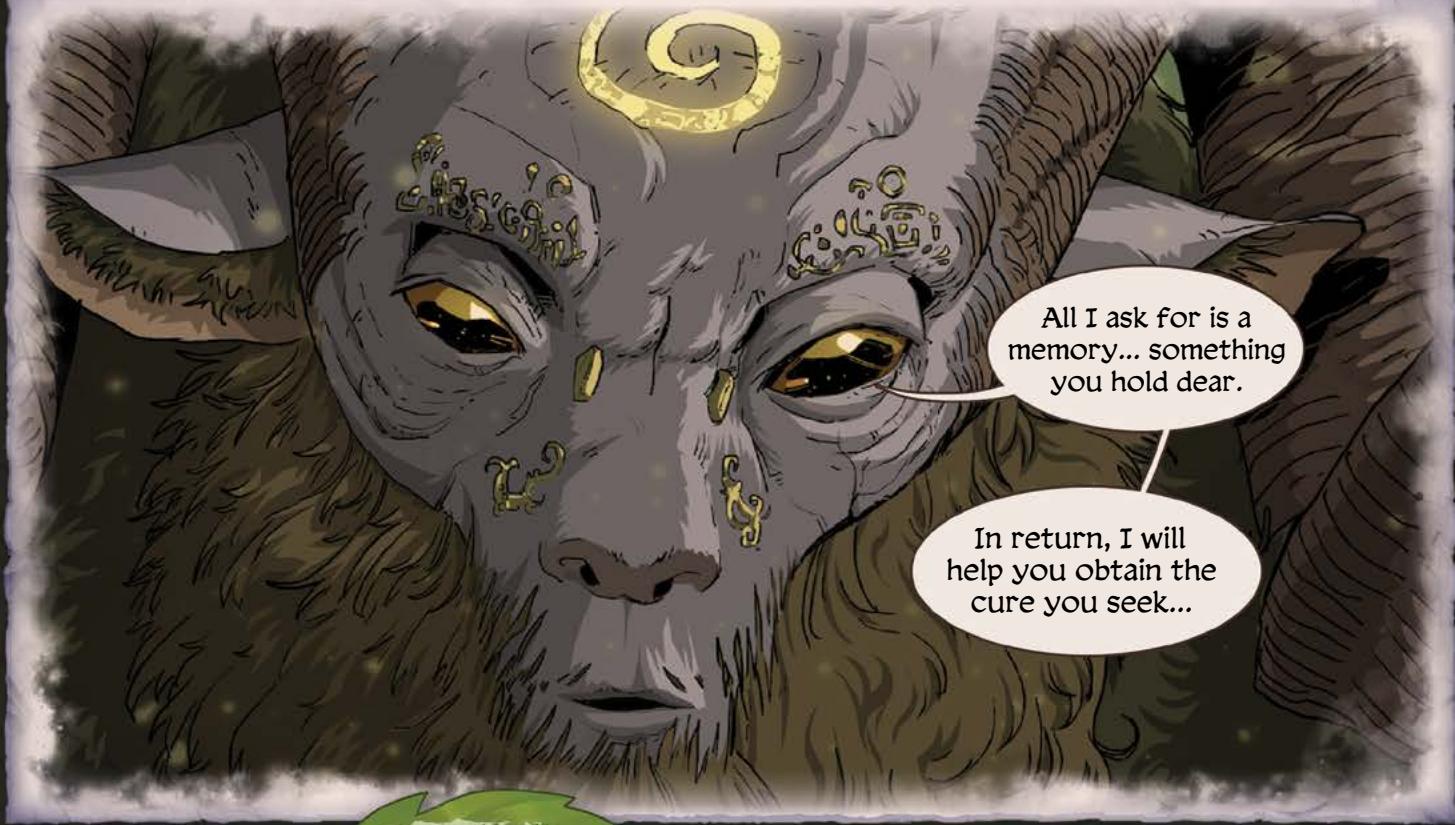
CONTINUE TO PAGE 42

9-7

Apply both and

CONTINUE TO THE NEXT PAGE

6- ♦ The creature's words pierce your heart.
Does it have the cure? You begin to believe it...



All I ask for is a
memory... something
you hold dear.

In return, I will
help you obtain the
cure you seek...

Resisting Temptation

Take *tempted-4*. You may roll to **lessen the Consequences** now, as a reaction (as explained on page 28).

Power —————

What could help?

Spirited youth
Untapped fierceness
Inner compass
Protective charm
Hopeful

No double dipping! If you invoked a tag in the action that led to this Consequence, you cannot use it again in this reaction.

What could hinder?

▼ Family is my soft spot
Headache



Roll! —————



Roll two dice and add your Power.

Spend —————

Reduce the incoming *tempted-4* status by 1 tier for every point of Power (minimum 1), and an extra tier if you rolled 10 or more.

If you rolled 6 or less, take the full status.

If you already had a *tempted* status, stack it with the new one.

If *tempted* ever reaches or exceeds tier 5, you are compelled to accept the creature's offer. GO TO PAGE 43

Otherwise, CONTINUE TO THE NEXT PAGE

Burning Tags for Power

You may choose to scratch a helpful tag to gain more Power in an action, "burning" it to gain 3 Power instead of 1 Power. However, you won't be able to use it again until you recover it, so burning tags should be used only as a last resort. You can only burn one tag per action.



As the baffled deer stalker hesitates, the creature presses its proposal.

What say you,
young one?

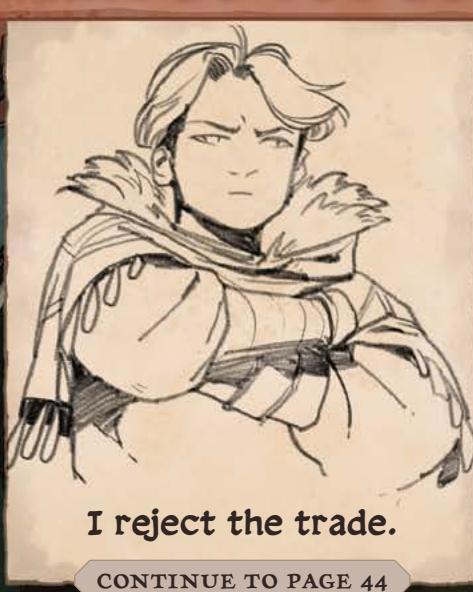
If you but grant
me a cherished
memory...

...the cure
would be yours.

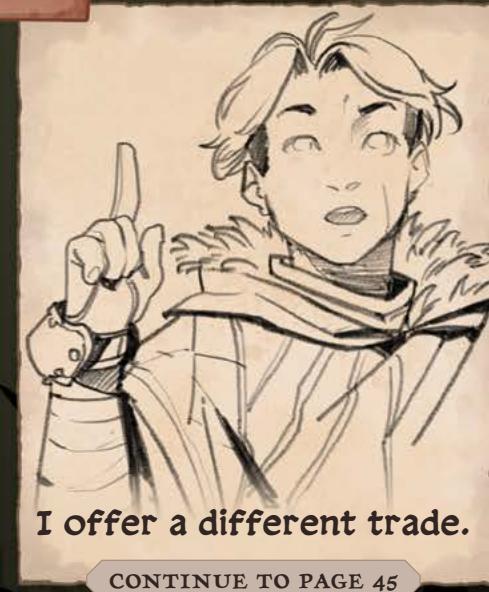
WHAT DO YOU DO?



CONTINUE TO PAGE 43



CONTINUE TO PAGE 44



CONTINUE TO PAGE 45

YOUR QUESTS ARE AT STAKE

The creature's offer puts Gerrin in a tough spot. On the one hand, it offers help with one of Gerrin's **Quests: Find a cure for my mother's illness.** On the other

hand, surrendering Gerrin's cherished memories to this foul being means forsaking his other Quest: *Never surrender to darkness or despair.* Which will you choose?



I accept the trade.

Simple outcome

Have your way, fiend!

Take what you will, but bring me the cure I seek.



very well...
...young master.



CONTINUE TO PAGE 46



I reject the trade.

Quick outcome

You feel compelled to listen to what the creature has to say. Did it put a spell on you? It will take all you have to break away.

Power

What could help?

Spirited youth
Untapped fierceness
Inner compass
Protective charm

What could hinder?

Family is my soft spot

The more tempted Gerrin is, the harder it is for him to reject the trade.

If Gerrin has a *headache*, it's impairing his ability to resist.

(Remember, only the worse of these statuses applies.)

Roll!

Roll two dice and add your Power.



10+ ⚡ You refuse the creature and it lets you leave.

Slay me if you wish...
...but I will not give you my memories.
Not even for the cure.

I see.

I admire your fierceness, young one. I shall bid you farewell and wish you luck on your journey.

CONTINUE TO PAGE 47

9-7 ⚡ Your inner struggle with the Creature's beguiling words seems to last forever. When you finally break away, you find it was not all in your mind - the shadows have grown longer (*time-passes-l*).

CONTINUE TO PAGE 47

6- ⚡ The more you try to push its words out, the more you end up listening...



You are *tempted-4*.



CONTINUE TO PAGE 41

I offer a different trade.

Quick outcome

Maybe we could interest Its Creatureness with another form of payment?

Something of personal value?

For this action, you will need something the creature wants: **Father's yew bow** or the peddler's **pretty opal**: Scratch the tag, and it grants 3 Power instead of 1 (see page 41). If you don't have these, you may ask the peddler to search her inventory again for the opal - take the action on page 33 and then return here, but if you suffer Consequences there, you take *time-passes-1*. If you cannot get one of these items, don't roll this action - you just take the Consequences on this page.

Power

What could help?

You must **burn for Power** either **Father's yew bow** or **pretty opal**.

What could hinder?

The Narrator lets you know the creature is **cunning**.

Roll!

Roll two dice and add your Power.



You are *tempted-4*.



CONTINUE TO PAGE 41

10+ ♦ The Creature accepts the deal with deep nods.



CONTINUE TO PAGE 46

9-7 ♦ **Time-passes-1** as the creature lengthily deliberates and considers the offer, but eventually it accepts (see above).

CONTINUE TO PAGE 46

6- ♦ The creature rejects your offer, and repeats its own.



CONTINUE TO PAGE 41



Now hold
your end of
the bargain.

Where is the
Rime Thistle?

But I will
show you the
path to it.



for I have
its pollen,

and it knows
the way.

Quickly! you
must follow it!



You receive **enchanted pollen**.



Choices Matter —

The choices you make as your Hero during the game transform who they are by changing your themes.

Abandon a part of you

When you take a course of action that goes against one of your **Quests**, you mark **Abandon** on that theme. When you mark your third Abandon on a theme, you replace it with a different one, representing a new direction for you.

Exceed a part of you

When you accomplish a significant step on your path to one of your **Quests**, you mark a **Milestone** on that theme. When you mark your third Milestone on a theme, you replace it with another, representing an evolution of the current theme.

In both cases, you also gain **Promise**, which is explained later in the book.

Only you decide when to mark Abandon or Milestone for your Hero. Think of the following and choose if they apply to your journey as Gerrin so far:

Devoted to My Family

Find a cure for my mother's illness.

- Do you feel that you dally too much in your search? Mark Abandon.
- Did you forego the help of the creature? Mark Abandon.
- Did you secure the creature's help thanks to your sacrifice or efforts? Mark a Milestone.

Spirited Youth

Never surrender to darkness or despair.

- Did you wound the bandits? Was it out of a dark place? Mark Abandon.
- Did you sacrifice a part of yourself? Was that surrendering to despair? Mark Abandon.
- Did you resist the creature's spell or dark trade? Mark a Milestone.

Another scene ends —

The *tempted* status expires.

The deer stalker and the peddler rush up the mountain...

We're here!

The north slope, above the tree line just as the Wise One said.

It's... too steep!

Go ahead! I'll wait for you here.

Oh, no!

Gerrin!

The fog is coming in!

Find it, find it now!

WHAT DO YOU DO?



I search for the Rime Thistle.

I search for the Rime Thistle.

Quick outcome



Power

What could help?

Keen senses

Devoted to family

Climbing pick

Enchanted pollen

Remember, you can **burn a tag for Power** (page 41), so it grants 3 Power instead of 1, but you have to scratch it out and can only do it once per roll!

What could hinder?

The mountainside is *foggy-4*.

Roll!

Roll two dice and add your Power.



10+

Amid rocks and ice, you find the Rime Thistle.



CONTINUE TO THE NEXT PAGE

9-7

You find the Rime Thistle, but your search takes long (*time-passes-1*).

CONTINUE TO THE NEXT PAGE

6-

You search and search for what seems like an eternity, but without success.



You take *time-passes-1*. You cannot **lessen** this Consequence.

Then, repeat this action, as you continue searching.

IF YOU REACH *Time-Passes-6*,
GO TO PAGE 51



CONTINUE TO PAGE 52



CONTINUE TO THE NEXT PAGE



Gerrin's story is only just beginning—

Let's see how he emerges from this dramatic first chapter.

Mark Abandon and Milestones

Devoted to My Family

Find a cure for my mother's illness.

- Does Gerrin feel he failed his family? Mark Abandon.
- Is Gerrin planning to leave home following this event, for whatever reason? Mark Abandon.
- Did Gerrin save his mother? Mark a Milestone or even three, as the Quest was accomplished.

Spirited Youth

Never surrender to darkness or despair.

- If Gerrin lost his mother, does he succumb to despair? Mark Abandon.
- If Gerrin lost his mother, does he nevertheless resist despair? Mark a Milestone.

Replace your themes

If you reached 3 Abandon or 3 Milestones on either theme, here is how Gerrin can grow:

- If Gerrin abandons his *devotion to his family*, perhaps he becomes a *vagabond*.
- If Gerrin evolves his *devotion to his family*, perhaps he becomes a *border ranger* who now patrols the highlands.
- If Gerrin abandons his *spirited youth*, perhaps he becomes an *embittered bandit*.
- If Gerrin evolves his *spirited youth*, perhaps he becomes an *apprentice to the Wise One*, and learns to resist the dark arts of foul creatures.



Themes grow from their weaknesses

You can gain new permanent tags in your themes and therefore new skills, abilities, and allies. Whenever one of your weakness tags is invoked, mark **Improve** on that theme, and when you have 3 Improve, reset the track and gain a new improvement for that theme. In your next game, remember to invoke your weakness tags!

New allies and treasures

Gerrin has gained some tags that could remain in play going forward. He made a new friend in Erna the *peddler*, and may hold on to some of the useful gifts she shared with him.

Loose threads

What happened to the bandits? Where did they come from? What about the creature? What other creatures are prowling the mountains, and beyond? What deal did Gerrin's mother make with the creature, and why? All of these questions can become the beginning of a new adventure the next time you play!

Did You Try—

During your time with Gerrin, you could have taken many paths. You might be wondering what else could have happened! Did you...

- Feel a *pang of remorse*, but found a way to make it work in your favor? → page 21
- Get clobbered by a bandit, and learned how to lessen the blow? → page 28
- Have a conversation with the peddler, and gained *hopeful-1*? → page 32
- Ask Erna for something useful, and learned how to create a story tag with a Detailed outcome? → page 33
- Strengthen your resolve against temptation, and learned how to burn a tag for Power? → page 41



Introduction



warm welcome to you,
traveler in imaginary
worlds!

By opening this book, you have taken a step and crossed the misty threshold between the prosaic world of the mundane and the hidden world of legends.

With the secrets you'll glean from these pages, you will soon weave a tale of your own. You will take your unlikely hero on journeys into foreign lands, to face challenges mighty and strange, to make great sacrifices and at long last prevail against the world's perils – or falter and become lost to oblivion.

May this game, one of many in the sacred tradition of storytelling and roleplaying, be a source of rich enjoyment for you and your fellow travelers and a path to the wisdom and courage hidden within you.

– The Son of Oak team

THIS IS A ROLE-PLAYING GAME

Legend in the Mist is a role-playing game. Like the fireside storytellers of old, you play it by gathering around the table, in person or online, and having a **dynamic conversation** where you tell a fantasy story, a legend.

In your story, players take on the role of **the Heroes**, choosing and describing their thoughts, feelings, actions, and sacrifices, while **the Narrator** sets the scenes, describes people, places, and fantastical beings along the journey, and enforces the timeless rule that every action taken by the Heroes has consequences.

This game also has built-in tools for playing in **solo** or **co-op** modes, where a single player playing alone or a group playing together share both the role of the Heroes and the role of the Narrator.

You use **the game rules** to propel your story forward, control the pacing and the difficulty level of the challenges faced by the Heroes, and to offer surprising outcomes to your Heroes' actions.

In every game session, from scene to scene, you play out another chapter of the Heroes' story, experiencing new dramatic, emotional, and exciting moments to your heart's content!

WHAT YOU'LL NEED TO PLAY

THIS BOOK

This book explains the rules of the game and provides ample materials and guidance for players and Narrators for creating compelling Heroes and exciting adventures.

A GROUP

If you're playing in a group, 2-6 players (including the Narrator) is ideal. Find players to play with among your friends, family, or other social circles, online (such as on the [Son of Oak Discord server](#)), in community centers (such as clubs or libraries), or in gaming conventions.



A PLACE TO PLAY

You can have your game sessions in person or online, such as on a video call, on Discord, on a virtual tabletop platform, or play-by-post on chat channels and forums.

SAFETY TOOLS

Role-playing games are a pastime and a hobby, so make sure everyone feels comfortable at the table. We recommend maintaining an atmosphere of respect and open discussion, and suggest using safety tools such as Lines & Veils, available online, to sync on what content is okay or not okay for your group to have in your game.

TOOLS & ACCESSORIES

At the very least, you'll need a way to **record your notes** (pencils and papers or a digital medium) and a way to roll **two six-sided dice** (physically or digitally). Each Hero needs a copy of the **character sheet** (Hero, Theme, and Fellowship cards) found at the end of this book.

At your option, you can use these *Legend In The Mist* accessories:



Theme Cards for recording your Heroes' details



Tracking Cards for recording story tags and statuses with dry or wet erase markers



Acorn Dice (six-sided) or **River Pebble Dice** (twelve-sided dice that repeat the numbers 1 to 6 twice, so they act as six-sided dice)



The Narrator's Screen with a summary of the rules for quick reference

PRINCIPLES OF GOOD ROLEPLAYING

PLAY FOR THE STORY

This game isn't competitive. While the Heroes may want to win the day, players and Narrator play together to spin and enjoy an entertaining yarn. Revel in the discovery and drama of every new development, whether a dreaded consequence or a wonderful success.

BE THE CHARACTERS' GREATEST FAN

You both create and follow the unfolding story of your Heroes, so let yourself get excited about their qualities, abilities, potential, failures, and growth. Portray them, their allies, and their adversaries as dynamic characters using your imagination and flair.

PLAY FAIR AND COLLABORATE

Listen to one another and be respectful of each others' boundaries. Share the spotlight, lift up your fellow Heroes, and make choices that would promote a better game for everyone at the table. Work with the Narrator and accept their rulings and the results of the dice.

MAKE THIS GAME YOUR OWN

Nothing in this game is set in stone – use it in the way that's most fun for you and your group.





COMING FROM OTHER RPGS

Legend In The Mist stands out in the landscape of tabletop role-playing games as a wholly tag-based (description-based) game. If you're coming to *Legend In The Mist* after having played stat- and class-based tabletop RPGs, you're in for a liberating treat: you'll no longer be limited in the type of characters you can create, the actions you can take, or the stories you can tell.

Such freedom is so great that it can be jarring, so we packed this book with tools like tropes and theme kits (page 80) to help you quickly make the most of it. If you come from especially rules-heavy games, check out also the *Action Grimoire* (available where you got this book) as a reference guide on how to express the wide range of actions possible in *Legend In The Mist*.

Here are a few things to remember when you move to *Legend In The Mist*:

THIS IS A NARRATIVE GAME

Like in a fantasy novel, the focus is on dramatic actions, tough choices, and gripping story developments, while blurring unimportant details. For example, you don't track exactly how much coin your character has or what exactly they're carrying; instead, you track only the items that *matter* for the story.

IT'S BUILT TO SUPPORT BETTER STORYTELLING BY GETTING OUT OF THE WAY.

You choose when to stay in the narrative and when to get tactical. Any story beat, challenge, or conflict can be played without rolling, with a single roll (check), or as a full play-by-play encounter.

CONFLICTS ARE MORE THAN JUST FIGHTS AND “DAMAGE” IS MORE THAN JUST HIT POINTS.

There is no single hit points stat – both Heroes and adversaries can take, and be overcome by, different types of conditions: physical, emotional, mental, social, mystical, or anything else. Rather than meaninglessly decreasing your health bar, these conditions have an immediate impact on your actions – both narratively and in gameplay.

INITIATIVE IS DRAMATIC, NOT NUMERIC.

Heroes act in the order deemed by the Narrator based on the situation. Challenges (adversaries) don't have their own turns – they pose threats before each Hero's action and take actions if those threats were ignored or if the Hero fumbled.

ROLEPLAY CHOICES CAN TRANSFORM YOUR CHARACTER SHEET.

Heroes grow by gaining more abilities and becoming more powerful, but in some dramatic story moments they may sacrifice it all and undergo deep transformations. However, Hero evolution is built so that even what seems like a step back in fact makes the Hero grow, in other ways.

THERE ARE NO STATS, ONLY TAGS

Your Hero, the challenges they face, and the world around them are described solely using short descriptors called **tags**: instead of “17 Strength”, you have *rippling muscles* and *lifting strength*. This colors every ability and action with unique narrative flavor and allows you to create any imaginable character or power set you can dream up.

THERE IS ONLY ONE KIND OF DICE ROLL IN THIS GAME ~ ONE ROLL TO RULE THEM ALL ~ AND IT'S POWERED BY TAGS.

It's a 2d6 roll modified by the number of helpful tags you have for this action (and some other factors). Each action or reaction roll is characterized differently by the situation, by the tags you use to power it, and by the effects you choose as its outcome.

THE OUTCOME (EFFECT OR “DAMAGE”) OF YOUR ACTIONS AND YOUR ADVERSARIES’ ACTIONS IS ALSO EXPRESSED WITH TAGS.

You can give an enemy a wound tag, give an ally a buff tag, remove a negative tag from yourself, or summon or craft a new tag. Some outcomes are purely narrative and do not use tags at all.

THE NARRATOR AND PLAYERS DECIDE WHICH TAGS ARE RELEVANT OR IRRELEVANT FOR ANY GIVEN ACTION.

This is best done with a collaborative, clear-cut mindset at the table, where the Narrator promptly rules out tags that don't directly affect the action and players find creative uses for tags without stretching their application too far. There are ample tools to support you with this, such as rules for indirectly relevant tags (which cost an extra action) and optional rules for capping tag numbers, as well as the *Action Grimoire*.

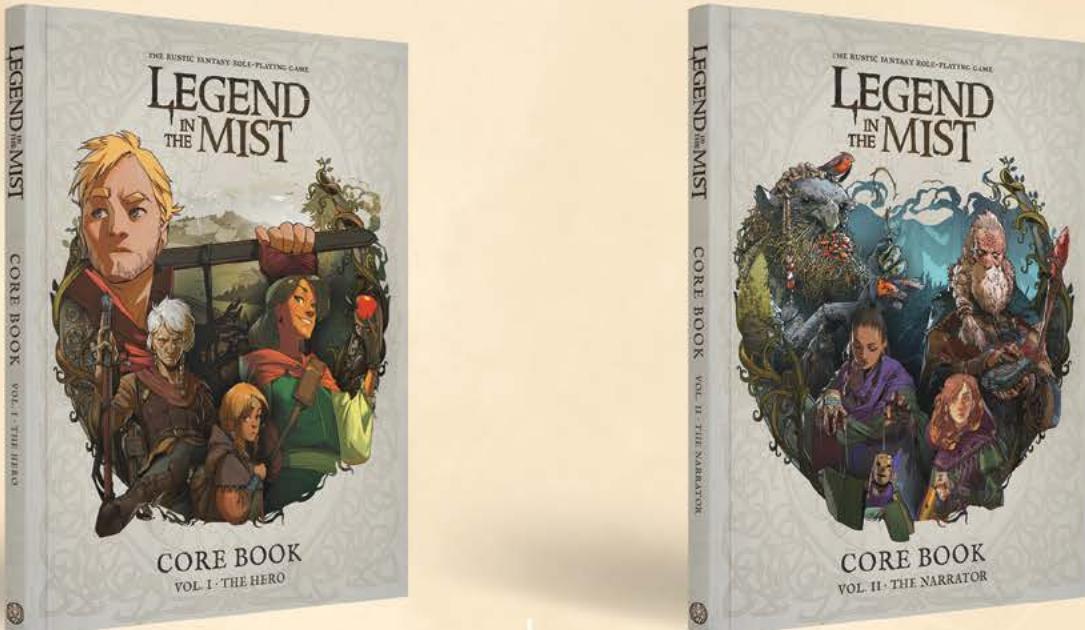
ALL DICE ROLLS ARE MADE BY THE PLAYERS

The Narrator never rolls the dice, leaving them free to direct the drama. When adversaries cause harm in a conflict, it's the Heroes who roll for a reaction. Challenges have their own tags that affect Hero rolls.



HOW TO USE THIS BOOK

This game book is divided into two volumes for ease of use:



Volume I provides rules, tools, and options for **the Hero**:

- * **The Tutorial** teaches you the basics of the game.
- * **Chapter #1: The Makings of a Hero** walks you through creating Heroes and Fellowships.
- * **Chapter #2: How To Play** explains the rules of the game, how to take actions and overcome Challenges, as well as how to evolve your Hero.
- * **Chapter #3: The Secret of Magic** explains how to portray magic in the game with the basic rules and offers a few examples of advanced Ways of Magic.

Volume II has guides and materials for the use of **the Narrator**:

- * **Chapter #4: The Narrator's Role** is a detailed guide on how to run a game, how to design adventures and series, and how to create your own Ways of Magic.
- * **Chapter #5: The Satchel of Perils** contains a menagerie of Challenges for the Narrator to use in your game, as well as a guide on how to create them, and a starter adventure.
- * **The Oracle** is a set of tools for running solo or co-op games, where you play both as the Hero and as the Narrator.



START HERE

CHOOSE YOUR FRAME OF PLAY

You begin by deciding on your **Frame of Play**: the setting and nature of the story you'll tell.

Ask yourself, in what kind of world is your story set? Who are the Heroes? What brings them together? What types of challenges and dangers do they face?

Consider the story's themes and highlights. Will you tell of love, war, redemption? Is magic common, risky, divine?

Legend in the Mist is primarily a game of **rustic fantasy**, a subgenre of fantasy explained in the next pages, but it can be used to tell any fantasy tale. The following pages provide suggestions of four frames of play to build your game around, rustic or otherwise.

THE PROLOGUE: CREATE YOUR HEROES & FELLOWSHIP

Your Frame of Play will inform your choices as you set up your game, starting with **Hero & Fellowship Creation** on page 72.

Once your Heroes are ready, the Narrator can find additional guidelines for **Setting Up A Game** and creating adventures starting on Volume II, page 8.

PLAY A SESSION!

Have the players play through the **Tutorial** (page 10) to learn the basics of the game, or briefly go over the general rules presented in **How To Play** (page 68). You can also begin playing right away with the learn-as-you-play starter adventure **The Heap-Thing Of Skunk Glen** (Volume II, page 208). If you're playing solo or co-op, check out **The Oracle** toolset (Volume II, page 238).

Then, dive into your next adventure!

RUSTIC FANTASY

While you can use this game to play any fantasy story, *Legend in the Mist* is first and foremost a game of “rustic fantasy” – but what does that mean?

IT'S ABOUT THE SIMPLE, LITTLE THINGS.



Rustic fantasy is intimate and detailed – it tells stories in which the Heroes are moved and impressed upon by the everyday sensations around them: the smell of herbs brewing in a cauldron in the hearth; the soft snow falling on a lichen-covered stone path; a fisherman’s deft, wrinkly hands as they knot twine; or yellowing grass blades swaying in the gentle wind. There is a kind of special presence in the little things, a momentary elation of spirit.

This appreciation of detail extends to all practical aspects of life and all manner of crafts depicted in the story: handwritten recipes of decoctions, strange and specific magical laws, local folklore about creatures and their weaknesses, a carefully packed lunch for the road, or simply day-to-day sayings – these all come together to create the cozy or gritty texture of the tale.

IT'S ABOUT SMALL HEROES FROM OUT-OF-THE-WAY PLACES WHO DISCOVER THEIR GREAT DESTINIES ~ OR NOT.

Often beginning in a remote rural setting, rustic tales tell the stories of those who would be “nobodies in particular” from “nowhere of importance”, but *something* calls them toward a greater world. Whether they are victims of circumstances or have a seed planted in them by the most mysterious of forces, and whether they remain true to their humble origins to the end of the tale or meet that great world with greatness of their own, well, that remains to be seen.

IT'S ABOUT SMALL HEROES FACED WITH GREAT PERILS, OFTEN BEYOND THEIR POWER OR UNDERSTANDING.

Forces of the great world outside – war and politics, greedy sorcerers, and strange monsters – penetrate the Heroes’ enclosed existence and demand that they rise up to meet them. And forces of yet another, *invisible* world, scarcely-knowable and hidden in every little thing, steer the Heroes’ lives or observe intently from the shadows, perhaps because the fate of much greater things hangs in the balance. **All of these evoke a great sense of mystery in the face of the unknown.**

**IT IS ABOUT JOURNEYS THROUGH
THE COUNTRYSIDE AND WILDERNESS,
AND LIVING CLOSE TO NATURE.**

Rural living entails traveling through pastoral or wild landscapes on a regular basis because almost anything you need is far away, and every venture into the woods is a step into a realm of mystery. Beyond, the great world beckons with its tractless expanses, dense forests, and dramatic mountains. The trail, the lay of the land, the weather, and the perils along the way are all key – as are the lessons learned and the breathtaking vistas that unfold before the Heroes. What you pack matters, not so much as a list of provisions but as a reflection on who you are.

**ULTIMATELY, RUSTIC FANTASY IS ABOUT EVOKING
THAT TENDER FEELING OF THE LEGENDARY.**

Nostalgic yet current, made-up yet true, a good legend manages to reach past the practicality and cynicism of daily life and into a place long forgotten within us, to nourish it with wisdom drawn from the universal experiences of us all, through the Heroes of the tale. It reminds us to pause and look at the Heroes' journey from the perspective of the invisible watchers, knowing in our hearts that even though peril is imminent and the fate of the Heroes hangs in the balance – there is still hope. And that whether they rise or fall, in the end, it was a story worth telling.





OUR LITTLE CORNER OF THE WORLD

Your story could be centered entirely around the minute happenings of a small village, community, or region, with the world at large as a mere background. The stakes are always low, at least to the eyes of an outsider, but for the Heroes, the runaway sheep of the neighbor or the absentmindedness curse placed by the old grump on the village smith pose serious concerns. Plots begin rather small and seemingly inconsequential, but in time they can spiral into the creepy, dangerous, or heroic.

- * **Absence of might:** The Heroes are by and large simple people without much power.
- * **No magic, or everyday practical magic:** Powerful magic, if it exists, is rare and beyond the scope of this story.
- * **Wholesome rewards:** Emotional rewards, such as gaining self-esteem or the thanks of a neighbor or relative; handy everyday items; or a remarkable local discovery.
- * **Detail-oriented:** What *kind* of cheese is it? Is the sword rusty, well-worn, or visibly crafted by an amateur?
- * **Lighthearted:** Rejoice in the mundane and enjoy this hour.
- * **Local cast:** Tavern clientele, village elders and leaders, neighbors near and far.
- * **Short-range travel:** Journeys to an outlying farm or a friend who lives in the woods.

THE HEROES MIGHT BE...

Tavern Buddies, a whimsical version where the Heroes are a bunch of good-for-nothings thrown into local adventures for no reason other than being in the wrong place at the wrong time.

Protectors Against the Dark, a grimmer version where the Heroes must protect the pastoral lifestyle of their community from the encroaching perils of the outside world, such as raids, monsters, or a creeping blight.

AN EPIC JOURNEY

Your story could be centered around a journey undertaken as part of a greater quest or purpose. Perhaps there is imminent danger to the world or region, such as a dark tyrant or impending doom, or the fellowship is tasked with finding a rare cure or undoing a curse. Along the way, they must traverse many lands, contend with enemies most monstrous, have dealings with monarchs and strange beings, and uncover the secrets that will lead them to complete their quest. They may be called to find great artifacts of old or mysterious magical powers that are the key to their quest.

- * **A mixed bag of power levels:** Strong and capable Heroes, and even those with a major role to play in the coming world-drama, travel alongside wide-eyed villagers, who nevertheless are essential to the cause.
- * **A mixed bag of commitment:** Every Hero may have their own reason to be on the journey.
- * **Long journeys:** Through war-ravaged lands, obscure parts of the world that hold important artifacts, or to faraway strongholds in search of allies.
- * **Supplies matter:** Travel is demanding and prolonged, and at times takes the Heroes to barren lands. What one carries or can forage or hunt is important.
- * **Grand and lofty magic:** Magic is a slowly-revealed mystery, a journey in and of itself, and not easily accessed by many. Few if any Heroes possess it, and often the chief adversaries hold much greater magical power.
- * **Alternating cast:** Every new place holds new meetings with few NPCs sticking around throughout the journey.
- * **High adventure:** What new dangers and opportunities await beyond the next hill?

THE HEROES MIGHT BE...

A Sworn Fellowship, the classic epic, where the Heroes set out on a declared quest to save their home or world, fated to face the consummate evil.

A Traveling Band, a less epic version where the Heroes travel far and wide together for their own reasons, such as protection on the road. Or, they are performing a “mundane” task, such as mapping the West Marches or performing in every tavern in the land.



GRIT & POLITICS



Your story could feature a sense of gritty realism, focusing on a society driven by self-interest, a mean world that takes no prisoners, run by cutthroat politics, where a Hero's actions have brutally realistic consequences. The Heroes travel a region rife with political, racial, and factional tensions, experiencing and at times taking part in its hardships and injustices, as they pursue their greater goals.

- * **Persons of considerable ability:** The Heroes are neither great rulers nor pitiful and powerless subjects – they are trained individuals able to survive this harsh world, for which they are sought after by both king and beggar.
- * **Affiliation is key:** The Heroes are aligned with one party or another, whether they like it or not. Neutrality often demands the highest price.
- * **Journeying through a social landscape:** The political situations the Heroes traverse are key. The forest wilds may be dangerous, but uncomplicated in comparison.
- * **Magic will cost ya:** Yet another component of a politically-complicated world, magic comes with strings attached or an oft-too-high price.
- * **Unforgiving consequences:** Heroes may die for no good reason, especially those with good intentions; non-Heroes certainly will.

THE HEROES MIGHT BE...

Itinerant Sellswords, the grittiest version, where the Heroes unscrupulously offer a service to any who would pay, wading through gutters and visiting halls of power, to fight human monsters and monsters who show humanity.

A Powerful House, a more political version, where the Heroes are a part of a ruling elite or their retinue, and play the game of thrones. Often based around one house and their stronghold.

DUNGEON CRAWL

Your story could focus simply on the joys of adventuring, treasure-seeking, and getting into fun trouble, where the Heroes are often glory-seeking oddballs and outsiders, drawn together into a found family or for practical reasons – to survive their next dungeon delve. Journeys are more often into the dark of an underground tomb or a long-lost temple, where the Heroes face monsters and traps. Think of this more as a ramble than a story with a major plot arc, although it can have one.

- * **Skilled adventurers:** The Heroes know their trade and are rarely untrained civilians or world-shaping powers.
- * **Challenging crawls:** Journeys are ventures into complexes that are made to challenge the adventurers with traps, monsters, and riddles. The journeys between delves are not as interesting.
- * **Strange people and funny moments:** Half of the fun of a dungeon adventure is arguing with a magical stone face, taking sides in a conflict between animated kitchen utensils, or getting your arm turned into jelly.
- * **Utilitarian magic:** Magic is rarely mysterious – it's just one of the tools you need in your belt when you descend into the darkness, and in your hands it often produces reliable prescribed results.
- * **Loot is important:** Special weapons, armor, and gear are needed to face greater dangers and get better loot. Quirky magical items abound.

THE HEROES MIGHT BE...

Fortune Hunters, the hardcore crawling option, where the Heroes care more about reaching the treasure at the end of the dungeon than anything outside it.

Found Family of Rascals, a more narrative spin, where the Heroes are a collection of unusual types, oddballs, and weirdos, each with their own overly-dramatic story arc, who survive in a scornful world thanks to their talent at reaching treasure.



How to Play,

IN A NUTSHELL

See also the *Glossary* (page 231) and *Example of Play* (page 234).

This Game Runs On Tags (page 76)

Short descriptors that say what's true and give Power to or weaken your Hero's actions: *handsome*, *spell of slumber*, *old injury*, *charmed*.

Themes (page 74) —

Related sets of tags and Quests. Your Hero has four themes, each with:

Power tags

(inc. the theme's title tag)

Positive tags that give Power to your actions.

They can be temporarily scratched // making them unusable until recovered.

Weakness tags

Negative tags that decrease the Power of your actions.

However, they allow you to mark Improve on the theme.

QUEST

A motivation for the theme, something your Hero seeks, defends, or upholds.

Story tags (page 164) —

Temporary tags which can be positive or negative based on the situation, like *staff* or *vantage point*.

- Removed when scratched //.
- **Expire** with time.
- Recorded in **backpack** (if yours) or **Tracking Card** (if general).



Statuses (page 166) —

Tags that describe conditions with a tier from 1 (mild) to 6 (deadly or transformative), like *wounded-3* or *glad-2*.

- **Recorded on Tracking Cards.** Write the status tag and mark its tier on the card.
- **Stacking:** If you gain the same or similar status again, mark the new tier on the same card. If the box for that tier is already marked, mark the box to its right. The highest marked box is the current tier.
- **Reducing:** Move all the marked boxes a number of slots to the left (remove if below 1).
- **Limits:** At tier 5, you are overcome by the status. At tier 6, it kills or transforms you.

Hero Development (page 186)

Mark **Improve** whenever one of your weakness tags is invoked. At 3 Improve, the theme gets an **Improvement** (usually, a new power tag).

Mark **Abandon** whenever you ignore or betray your Quest. At 3 Abandon, your theme is **replaced**.

Mark a **Milestone** whenever you achieve a goal of your Quest. At 3 Milestones, your theme **evolves**.

Replacing or evolving a theme gains you **Promise**, which unlocks greater **Moments of Fulfillment**.

The Fellowship (page 138) —

A **shared theme** usable by any of the Heroes.

Power tags

Single-use (Scratched // when invoked. Cannot be burnt for Power.) Recovered during camping.

Weakness tags

Mark Improve on the Fellowship theme when invoked.

Relationship tags

Single-use story tags (positive or negative) each Hero has with each other Hero. Recreated during camping.

During a Scene

Repeat the game loop – **Establish - Action - Consequences** – until the stakes are won, lost, or deferred, or the scene otherwise concludes. Continue to the next scene or to camping.

ESTABLISH (page 146)

The Narrator...

- (Re)Describes the scene
- Highlights the **stakes** (why this scene matters)
- Introduces **Challenges** »
- Makes **Threats** (actions initiated by Challenges)
- Asks the player(s) “**What do you do?**” and gives the spotlight to a Hero (different Hero each turn)

ACTION (page 149)

The Hero in the spotlight describes their action.

The Narrator chooses how to determine the outcome:

- Simple (Narrator's call)
- Quick (Roll) »
- Detailed (Roll + Spend) »

CONSEQUENCES (page 160)

The Narrator can deliver Consequences if

- A Threat was ignored (Challenge action materializes)
- The Hero's action (roll) had Consequences
- The Narrator invokes a Hero's weakness tag for Consequences (Hero marks Improve)

The Narrator decides on Consequences

- Narrative
- Give/scratch a tag (any number of tags) or give/reduce a status (any tier). **The Hero may react** »

Camping (page 179)

The Narrator expires story tags.

Each Hero chooses **2 activities** (or 3 with Consequences):

- **REST:** Recover some statuses and scratched power tags (Narrator's call).
- **REFLECT:** Mark Improve on one theme.
- **CAMP ACTION:** Count Power and spend half of it without rolling (rounded up), or roll.

Each Hero chooses to recover a Fellowship power tag or create a new relationship tag with another Hero (max 1 per fellow Hero).

CHALLENGES (page 147)

Adversaries, obstacles, and dangers that put your Hero or their goals at risk.

Challenges act against you by making **Threats** (during Establish) and delivering **Consequences**.

You overcome Challenges with a Success (Quick) or by giving them **statuses** high enough to max their **Limits**, e.g., *harm 4*, *banish 2*, or *convince 3*, (Detailed), Narrator's choice.

MAKING A ROLL (page 151)

Count the action's Power

Invoke relevant tags and statuses of the Hero, of the target, in the environment, etc.

- +/-1 Power for every positive/negative tag
- +3 Power for scratching // your Hero's positive tag (Burning A Tag For Power)
- +/- tier of best and worst status
- +/-3 Power if Favored/Imperiled due to Might (page 171) (+/-6 Power if Extremely)

Mark Improve for every invoked weakness tag.

Roll two six-sided dice (2d6) and add Power.

10 or more
(or ☒☒)
Success! ♦

7 to 9
Success &
Consequences ♦

6 or less
(or ☐☐)
Consequences ☠

SPENDING POWER (page 154)

Spend your Power on your action's **Effects** (spend 1 when Power is zero or less):

- Add, scratch //, or recover a tag (2 Power)
- Give or reduce a status (1 Power per tier)
- Discover a valuable detail (1 Power)
- Extra feat in addition to other Effects (1 Power)
- (Add a single-use tag with last 1 Power)

REACTION (page 162)

If the Narrator allows it, **the Hero can take a reaction** to lessen Consequences at the cost of 1 Power per status tier, 2 Power per tag:

Describe, count Power, and roll (as in Detailed).

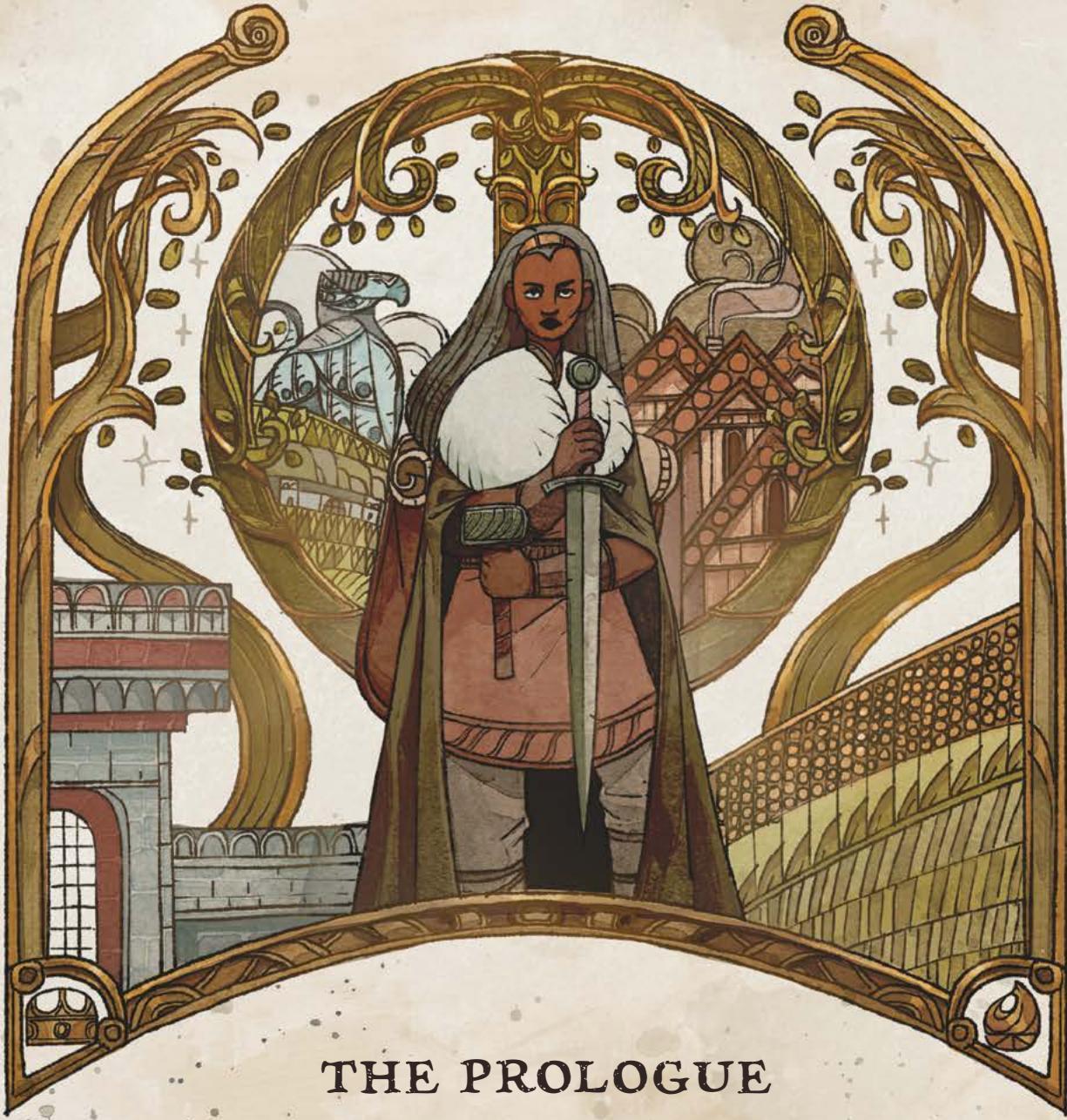
- **10 or more** (or ☒☒): Spend Power+1 on any Effect.
- **7 to 9:** Spend Power only to lessen.
- **6 or less** (or ☐☐): Take Consequences as-is.

Chapter I

The Makings of a Hero







THE PROLOGUE

Hero & Fellowship Creation

Before you begin your game, you need to gather a few details about each of the Heroes in the story and about their group, the Fellowship. Many game groups dedicate the entire first game session to this purpose, and call it Session Zero; here, we call it the Prologue.

Begin your Prologue by agreeing on the kind of story you'd like to tell (see some suggestions in the **Introduction**, page 54). Then, create your Heroes, starting on the next page, and finally create your Fellowship together (page 139).

YOUR HERO

A Hero's details are recorded on cards:

- * a **HERO CARD**, for their general details
- * four **THEME CARDS**, for their four main aspects
- * **TRACKING CARDS**, for their current conditions (statuses)

You can use a pre-generated Hero from the *Character Pack*, in which case all your cards are ready-made and collected in a folio. Or, you can create your own hero, recording their details on printed cards from the *Theme Card Pack* or on the character sheet at the back of this book.

Together, your heroes form a **Fellowship** (page 138), whose details are recorded on a shared card, **THE FELLOWSHIP CARD**.

The Hero Card

This card records general details about your Hero: your name **A**, your Hero's name **B**, their Fellowship relationships (page 138) **C**, Promise (page 193) **D**, and Moments of Fulfillment (page 193) **E**.

If this is your first time learning the game, you should leave these additional Hero elements for last and read on.



Theme Cards

THEME TAGS 1

A THEME is built around a tag that describes a major aspect of your hero such as their temperament, backstory, or abilities, such as *always attentive*, *goat herder of Milkrest*, or *gifted archer*.

Each theme has additional tags, representing its title tag's minor, related, or secondary aspects. Tags are explained on page 76.

THEME TYPE 2

Each of a Hero's themes has a type, which gives general guidance to its nature and how it develops. There are 20 theme types, divided into the three Might categories, which are explained later:

 **Origin themes** describe your background and beginnings, who you are as an individual. They are Circumstance, Devotion, Past, People, Personality, Skill or Trade, and Trait.

 **Adventure themes** describe what makes you a hero that stands out from the crowd, someone unique with the power to explore and impact a greater, more dangerous world. They are Duty, Influence, Knowledge, Prodigious Ability, Relic, and Uncanny Being.

 **Greatness themes** describe what makes you a power unto yourself, capable of shaping the course of history. They are Destiny, Dominion, Mastery, and Monstrosity.

Three theme types could fit any of these categories, depending on what they describe: Companion, Magic, and Possessions.

Your Hero can have any mix of themes of different types and from all three categories. Your choice of themes tell us what kind of Hero they are and their place in the world.



EXAMPLE HERO'S THEMES

TRAIT

Strong as an Ox

lift a heavy load
clobber a bully
 *tongue tied*

Use my strength to help others.

SKILL OR TRADE

Village Healer

strange remedies
quick diagnosis
 *open wounds*

Discover the fabled medicines of old.

RELIC

Sword of Thunder

shockwave
call lightning
 *roof overhead*

Avenge the druids of Torrenmoor.

MONSTROSITY

Dragon

dragon's scales
breathe toxic fumes
 *hated and reviled*

Make the coastal cities bow to me.

MIGHT 3

In some aspects of their life, your Hero is **Mighty** (page 171). When using themes with Might, your Hero is able to take grander actions and expect greater results – but they will also find themselves preoccupied with bigger concerns and shouldering greater responsibilities.

Your Hero's choice of themes also reflects their general place within the imaginary world of your story, which can change as they evolve or replace themes.

If you have mostly Origin  **themes**, you are a humble, rather unimportant individual who is often cast against stronger forces in a dangerous world. Your might is often in your heart, on a personal level, or in what is close to the ground, intimate, or underhanded.

If you have mostly Adventure  **themes**, you are a heroic or notable individual, able to contend with at least some of the many perils of the world. Your might is often in overcoming danger or adversity, and your troubles are of a greater order: monsters, villains, and considerable challenges.

If you have mostly Greatness  **themes**, you are a force that can shape realms and the destinies of many. Your might is in exercising your power over the world, and your troubles are equally as grand, because your might attracts other powerful forces of the world to clash with you.

In a typical rustic fantasy game (page 62), all Heroes begin play with most or all of their themes being Origin. Discuss your option with the Narrator, to make sure your choices fit the Frame of Play (page 64) and Fellowship theme.

Your Story, Told Through Themes

Imagine a Hero that begins as a **Miner** who was taught to keep their head down and avoid making trouble. They spurn this norm and lead a revolt in the mines, replacing their **Miner** theme with a **Revolt Leader** theme, learning warfare and politics. Later, they may choose to return to the simple life of a miner again, or evolve to become the leader of a realm-wide rebellion.



IMPROVING THE THEME 4

During the game, your themes can grow. When you invoke a weakness tag, or Reflect during a camp scene (page 179), mark **Improve**. When the theme's third Improve is marked, it gains an **improvement**, which usually means you can add a new tag to it (page 187).

THE QUEST 5

Each theme includes a quest, a goal, belief, or personal journey of your Hero that is related to this theme. Following or abandoning a theme's Quest (Quests & Transformations, page 188) can lead to a significant change: **the replacement of the theme**. Whenever you achieve a significant victory or success in your theme's Quest, mark **Milestone**; after the third one, the theme evolves into a new one, developing further. Whenever you ignore the theme's Quest or act against it, mark **Abandon**; after the third one, an aspect of you is lost, making room for a new one to develop.

After a theme is replaced, you gain **Promise** (page 193), representing how your Hero grows overall. Once you've marked Promise five times, you gain access to unique options that can truly transform your Hero.

Your Story, Developed by You

Your Hero's advancement is in your hand. While the Narrator may present opportunities for your Hero to grow, it is up to you to bring your Hero's weaknesses and Quests into the limelight.

Tags

Tags are short descriptors (usually 1-3 words) that define important details in the story.

They can describe almost anything including abilities, background, items, beings, resources, mental faculties, relationships, style, and more, as well as weaknesses, limitations, and flaws.

Tags have a dual role: they **define what's true in the story**, and they **add or reduce the Power** from your Hero's actions. When something is described as a tag, it's therefore important.

A tag's relevance and usefulness is always determined in the context of what you're doing now. A tag can be useful for one action and not useful for another, e.g., *keen hearing* can be useful for hunting but not for running, and it can be hindering when trying to ignore a screeching, discordant sound.

All tags are always worth 1 Power. A *dagger* and a *greatsword* are both worth 1 Power, but each can or cannot be used beneficially in different actions and different situations.

YOUR HERO'S TAGS

POWER TAGS are permanent tags of your Hero that describe **something that's mostly useful**. They cannot be used against you (the Narrator can rule differently, on rare occasions). Your themes, and most tags included in them, are power tags.

WEAKNESS TAGS are permanent tags of your Hero that describe **something limiting**. They cannot be used in your favor (the Narrator can rule differently, on rare occasions). However, whenever a weakness tag is invoked, its theme gains **Improve**, so they are your main tool for improving your Hero.

YOUR BACKPACK

The backpack section of your Hero card is simply a space to record temporary tags that you collect during the story known as **story tags** (page 164), especially those representing items you have packed for the journey but also anything you have prepared, for example, songs you practiced or incantations you memorized.

You begin the game with **one** story tag in your backpack. Your Hero may be carrying other things, but as long as they are not represented by a tag, their importance and ability to shape the story is up to the Narrator.

SCRATCHED TAGS

A scratched power tag becomes unavailable. Recovering a tag typically requires taking an action, or a good rest (**Camping & Sojourns**, page 179). A scratched story tag is removed. Weakness tags cannot usually be scratched.

To mark a tag as scratched, circle its icon. Erase the circle when the tag is recovered.

EXAMPLE TAGS

QUALITIES & TRAITS

strong as an ox
wise
alert
flexible joints
natural climber

BACKGROUND

noble upbringing
seasoned merchant
farmer
grizzled scout
knows the Dales

ITEMS & POSSESSIONS

satchel of herbs
good quality rope
elven-made bow
bag full of coins
hunter's lodge

ALLIES & BEINGS

loyal horse
my squire
web of spies
raise the dead
my helpful sprite

ATTITUDES & RELATIONSHIPS

brave
village protector
unscrupulous friends
see through lies
tavern charmer
hunter's lodge

SKILLS

swordsmanship
sowing
spell weaving
pickpocketing
ancient languages

ABILITIES

tumble out of harm
keen eyesight
cast a fireball
speak with the dead
turn invisible

FLAWS & LIMITATIONS

old bones
rusty and fragile
ostracized
afraid of spiders
can't bewitch the fae

HERO CREATION

You can create any hero you can dream of, by describing them with tags.

The Simplest Way: Just Write It Down

- Think of their four themes and write them as power tags.
- Add two more power tags and one weakness tag to each theme.
- Write a Quest for each theme, and choose a theme type.
- Create one backpack tag.

The Quickest Way: Pick A Trope

A **trope** is like a recipe for a Hero. The tropes begin on page 82.

- Pick a trope, and write down its three listed themes.
- Choose a fourth theme from the list.
- Each theme points you at a **theme kit**, a premade list of tags, from which you choose the theme's additional tags (two power tags and one weakness) and record your Quest.
- Choose one backpack tag.

The Detailed Way: Answer Themebook Questions

A **themebook** is a questionnaire that walks you through the creation of a theme, and helps you think of the concept behind each choice. The themebooks begin on page 92.

- Choose four theme types (you can repeat a type).
- Answer the questions in each theme's themebook, to create tags. You must answer the first question (in bold) in each themebook, and then two more of your choice (you can repeat a question), to create power tags. Also answer one weakness tag question of your choice.
- Use the suggestions in the themebook and on the next page to come up with a Quest.
- Peruse the **General Store** (page 132) to pick out one backpack tag.

You can also mix and match these methods, such as by choosing a trope but answer themebook questions instead of using theme kits, or creating some themes from themebooks and some from theme kits.



How To Choose Themes

Every Hero has a past, some have a trade or skill, and most have unique traits and possessions, but not every one of these details should become a theme.

Choosing themes is choosing what to highlight about your Hero, what is most important in the beginning of their story. Remember that, later, these themes might change, shifting the story's focus to new aspects of your Hero.

Hero Creation Checklist

While you're creating your Hero, remember the following:

* Your power tags should be useful.

Ask yourself: "What kind of actions would this tag support?"

* Your weakness tags should be limiting.

Ask yourself: "What kind of actions would this tag hinder?" or "How or when would it cause problems for my Hero?"

* Your tags, especially the title of each theme, should match the Might of their theme.

Greatness theme tags should be grandiose like *queen of the realm* or *spell of annihilation*; Adventure theme tags should describe something above the ordinary, such as *remarkable swordfighter* or *blessing of the gods*; while Origin theme tags should be ordinary like *humble gravedigger* or *local gossip*.

* Your Quests should be clear.

Most Quests fall into one or more of these categories:

- **Your Wish:** Something you long for or aspire to
- **Your Truth:** A statement you believe in and want to uphold
- **Your Home:** Something you endeavor regularly to preserve
- **Your Question:** Something you yearn to know above all

Ask yourself: "What could be a Milestone for this Quest?" and "What kind of actions would be considered Abandoning this Quest?" Further advice appears under **Types of Quests** (page 188).

* You and the Narrator must have an understanding about your tags and Quests.

Agree in advance on what each means, what they represent and when and how they can be used. Talk about which tags are directly helpful to an action and which are only relevant in an indirect or roundabout way. This will be important during play.

* Note which tags are broad and which are specific.

Tags like *clever* or *wizard* or *rich* are **broad**, meaning they can be used in a wide variety of situations and actions. Because of this, they usually require an extra action to use (see **Indirect Tags and Prep Actions**, page 153). Specific tags like *whirlwind slash* or *sleeping spell* can be used directly, but only in appropriate situations, so they are more focused and reliable. Try to have a balance of broad, specific, and somewhere-in-between tags.

The Narrator may limit the number of broad tags you have. They may also deem some tags, such as *lucky*, as too broad to have in the game, or alternatively as inherently indirect, so that they always require an extra action to use.

Your Quests Become Your Hero's Journey

During play, the Narrator will both challenge your Quests and present you with opportunities to advance them, pushing your Hero to mark Abandon or Milestone and undergo dramatic transformations. Your choice of Quests lets the Narrator know what possible story arcs you'd like to explore for your character. See Gerrin's Quests in the tutorial as an example (page 52).

The Classic RPG Build

If you're coming from classic RPGs and would like to start with something familiar, use the following four themes for your character:

- People for your ancestry or race (*Uncanny Being* if your ancestry is considered supernatural)
- Trait for your primary or best attribute
- Skill or Trade for your class (*Prodigious Ability* if creating a PC level 5 or higher)
- Circumstance for your background

THEME TYPE LIST

This list of theme types is not finite or comprehensive, and many of them overlap, looking at the same aspect from different angles. It represents the character aspects you are most likely to need when making your Hero, but you can also write up your own theme types.

CHANGING A THEME'S MIGHT

Most theme types are presented as belonging to a Might category, but these guidelines don't have to be followed if you and your Narrator both agree to it. You might wish to have a Relic that can tear continents (Greatness), play as an Uncanny Being that isn't all that special (Origin), or have a Past worthy of an epic (Greatness). Just remember to phrase your tags in a manner that suits the Might you chose.

Origin theme types

CIRCUMSTANCE page 92

Your background, standing, or way of life.

DEVOTION page 94

A group, person, or ideal to whom you are loyal.

PAST page 96

An important life event that shaped you.

PEOPLE page 98

Your heritage, tribe, culture, race, or nation.

PERSONALITY page 100

Your temperament, behavior, or style.

SKILL OR TRADE page 102

Something you do well.

TRAIT page 104

An inherent quality unique to you, or a rare talent.



⚔ Adventure theme types

DUTY page 106

A grand quest, allegiance, or obligation you have undertaken.

INFLUENCE page 108

Your sway over others, due to position, savvy, or connections.

KNOWLEDGE page 110

Something you know that is beyond everyday, common knowledge.

PRODIGIOUS ABILITY page 112

A unique expertise or talent that sets you apart from others.

RELIC page 114

A magical item that has changed your path in life.

UNCANNY BEING page 116

Being a supernatural creature or entity.

👑 Greatness theme types

DESTINY page 118

Something you are fated or chosen to do or achieve.

DOMINION page 120

Your authority over a land, a people, or a powerful organization.

MASTERY page 122

An art of which you have become the greatest exemplar.

MONSTROSITY page 124

Being a supernatural creature of immense magnitude or power (e.g., a great dragon).

Theme types of varying might

COMPANION page 126

A friend or ally who follows you everywhere.

MAGIC page 128

Supernatural abilities at your disposal.

POSSESSIONS page 130

Item(s) or assets in your possession.

LIST OF ALL THEME KITS

CIRCUMSTANCE (page 92)	DEVOTION (page 94)	PAST (page 96)
<i>Alderperson</i> <i>Fugitive</i> <i>Hardworking Drudge</i> <i>Landed Noble</i> <i>Outcast</i> <i>Tavern Brawler</i>	<i>Ailing Wise Elder</i> <i>Become a Knight</i> <i>Childhood Sweetheart</i> <i>Heal the Sick</i> <i>Our Village</i> <i>Ritualistic Circle</i>	<i>Cursed</i> <i>Forged in War</i> <i>Highborn Education</i> <i>Last of My Kind</i> <i>Mystic Pilgrimage</i> <i>Well-Traveled</i>
PEOPLE (page 98)	PERSONALITY (page 100)	SKILL OR TRADE (page 102)
<i>Battlerider</i> <i>Beaver Kin</i> <i>Caravan Folk</i> <i>Highlander</i> <i>Sylvan Elf</i> <i>Witchblood</i>	<i>Curious</i> <i>Gruff</i> <i>Heart of Gold</i> <i>Jovial Disposition</i> <i>Practiced Liar</i> <i>Rumormonger</i>	<i>Artisan</i> <i>Blacksmith</i> <i>Hinterland Tracker</i> <i>Homesteader</i> <i>Skirmisher</i> <i>Sleight of Hand</i>
TRAIT (page 104)	DUTY (page 106)	INFLUENCE (page 108)
<i>Acrobatic Agility</i> <i>Prophetic Visions</i> <i>Strong As An Ox</i> <i>Tenacious</i> <i>Uncommon Beauty</i> <i>Underwater Deftness</i>	<i>A Light Against the Dark</i> <i>Contract Work</i> <i>Oath of Allegiance</i> <i>Postal Courier</i> <i>Protect the Land</i> <i>Yearns for Revenge</i>	<i>Adored</i> <i>Conspirator</i> <i>Dockmaster</i> <i>Folk Hero</i> <i>Respected Leader</i> <i>[Deity]'s Favored Cleric</i>
KNOWLEDGE (page 110)	PRODIGIOUS ABILITY	RELIC (page 114)
<i>Denizens of the Unseen</i> <i>Expert Appraiser</i> <i>Knows Every Province</i> <i>Monster Lore</i> <i>Stargazer</i> <i>Tales of the Ancients</i>	<i>Enthralling Entertainer</i> <i>Excellent Cook</i> <i>Formidable Weaponmaster</i> <i>Gifted Physician</i> <i>Professional Burglar</i> <i>Seasoned Trader</i>	<i>Bag of Enchanted Dust</i> <i>Cauldron of Conjuration</i> <i>Giant's Gauntlet</i> <i>Heirloom Longsword</i> <i>Magic Seeds</i> <i>Staff of Spellbinding</i>
UNCANNY BEING (page 116)	DESTINY (page 118)	DOMINION (page 120)
<i>Disembodied Spirit</i> <i>Hellspawn</i> <i>Little Hob</i> <i>One of the Fair Folk</i> <i>Revenant</i> <i>Troll</i>	<i>Ascend the Throne</i> <i>End the World</i> <i>Find the Celestial Storyteller</i> <i>Foretell Demise</i> <i>Slay the Mighty One</i> <i>Turn the Tides of Darkness</i>	<i>Archmage of the Order</i> <i>Insidious Cult Overlord</i> <i>Merchant Guildmaster</i> <i>Monarch</i> <i>Otherworldly Realm</i> <i>Terror of the Land</i>



Making Themes Magical

While the Magic theme type is the most direct way to represent magical abilities, you can incorporate magical elements into any theme or tag, depending on your group's story (with Narrator approval).

For example:

- Devotion can be used to represent simple, faith-related magic
- People can be used for magic that is inherent to your ancestry or culture
- Trait can be used for a simple yet unique magical ability

MASTERY (page 122)

Ambassador of Change
Forger of Celestial Jewels
Inspired Architect
Lord of the Hunt
Mastermind General
Perfected Soul

MONSTROSITY (page 124)

Archfiend of Bedlam
Dragon
Powerful Vampire
Elemental Titan
Giant Spider Queen
God-Spirit

COMPANION (page 126)

Band of Swords
Friend I Just Met
Guardian Spirit
Imposing Wolfhound
Inspiring Master
Irksome Pixie

MAGIC (page 128)

Blessing of the Goddess
Hex & Curse
Grand Necromancy
One with the Dark
Rudimentary Magic
Warding Invocations

POSSESSION (page 130)

Handcrafted Pan Flute
Hidden Daggers
Horse & Panoply
Impregnable Stronghold
Pilfered Possessions
Untold Riches

ALCHEMY & HERBALISM (page 206)

Expert Poisoner
Greenkeeper
Village Apothecary

LANDSHAPING (page 212)

Hoary Avenger
Primal Earthshaper
Town Geomancer
Woodland Whisperer

SHAPESHIFTING (page 217)

Beast-Dreamer
Doppelganger
Elemental Body
Werewolf Form

SPIRIT BINDING (page 223)

Ancestor Worship
Demon Binding
Caller of Nature Spirits
Familiar Master

FEY PATRONAGE (page 209)

Boisterous Bard
Champion of the Fair Folk
Foxy Trickster
Herald of Summer
Magic of the Household Hob

RUNIC INVOCATION (page 214)

Blazing Invoker
Rune Sage
Runescribing
Tattooed Sigils

SORCERY (page 220)

Eldritch Archmage
Spellsword
Untrained Potential
Wandering Wizard

WITCHCRAFT (page 227)

Coven Witch
Cult Initiate
Hedge Witch
Tribe Soothsayer



Tropes

VILLAGE FOLK

(More Than A) Drunkard

One more mug of ale won't make a difference, nor will it drown out the voices of your long lost kin or the howls of your nightmares. To most here, you are just that unfortunate permanent fixture in the local tavern, easily ignored but for your foul stench. Little do they know who you truly are, what you are. Pray they never learn.

THEME KITS

Tavern Brawler (Circumstance, page 92)

Last of My Kind (Past, page 96)

Jovial Disposition (Personality, page 100)

Choose One:

Giant's Gauntlet (Relic, page 114)

End the World (Destiny, page 118)

Werewolf Form (Shapeshifting, page 217)

Backpack: *half-empty bottle, an unusual jewel, or sad story*

Sweaty Smith

Every day you work the bellows, pore over the melting pot, and then shape the unyielding metal, one hammer stroke after another, until it's ready to serve its purpose. Every night you count your coin and count your blessings, setting something aside for those who need it more, with no inkling of what is to come. Soon, though, everything will change, and you will be the one forged in fire.

THEME KITS

Blacksmith (Skill Or Trade, page 102)

Strong as an Ox (Trait, page 104)

Heart of Gold (Personality, page 100)

Choose One:

Childhood Sweetheart (Devotion, page 94)

Hardworking Drudge (Circumstance, page 92)

Heirloom Longsword (Relic, page 114)

Backpack: *thick leather apron, a few extra horseshoes, or small bag of coins*

Village Gossip

You won't believe the tales that circulate in one small village! When the nights are long and cold, there's no harm in a bit of fictitious entertainment. Sure, some get their feathers ruffled, the more so if the rumor is true; but after a while all is forgotten and forgiven. In truth, the rumor mill is a way as old as time to keep watch on those closest to you, a role you've undertaken with great care.

THEME KITS

Rumormonger (Personality, page 100)

Homesteader (Skill Or Trade, page 102)

Our Village (Devotion, page 94)

Choose One:

Irksome Pixie (Companion, page 126)

Hedge Witch (Witchcraft, page 229)

Excellent Cook (Prodigious Ability, page 112)

Backpack: *tucked-away cookie, household shrine, or dirt on (choose)*

Grizzled Hunter

Life at the edge of the wild has its own heartbeat, one that only hunters hear. Words convey so little, perhaps that is why you use them so seldom. To you, wind and rain, footprints and the crackle of dry leaves, even the sniffing snout of your hound, all are telling signs, guiding you to your quarry and keeping you from becoming one.

THEME KITS

Hinterland Tracker (Skill Or Trade, page 102)

Gruff (Personality, page 100)

Imposing Wolfhound (Companion, page 126)

?

Choose One:

Monster Lore (Knowledge, page 110)

Strong as an Ox (Trait, page 104)

Formidable Weaponmaster (Prodigious Ability, page 112)

Backpack: *steel trap, hunting bow, or cookware*

Traveling Minstrel

To you, there is nothing better than the open road, the wind in your hair, and a tune in the air! So you play and you walk, from stormy sea to snowy peak, from shady woods to ice-cool creeks. And you sing, to all who would hark, about where you've been and all you've seen, be it jolly good or bitter stark.

THEME KITS

Jovial Disposition (Personality, page 100)

Enthralling Entertainer (Prodigious Ability, page 112)

Well-Traveled (Past, page 96)

?

Choose One:

Handcrafted Pan Flute (Possessions, page 130)

Knows Every Province (Knowledge, page 110)

[Deity]'s Favored Cleric (Influence, page 108)

Backpack: *boiled leather tunic, mace, or rehearsed joke*



Tropes WANDERERS

Wildling Outrider

Ride, raid, and roar for glory, blood, and gold! A scout and skirmisher of your beast-riding people, you have ventured far outside the plains that you call home to find new settlements to pillage and loot. But as you did, you found that with every encounter, this unfamiliar world of farms and mills reveals more similarities to yours....

THEME KITS

Tenacious (Trait, page 104)

Battlerider (People, page 98)

Skirmisher (Skill Or Trade, page 102)

?

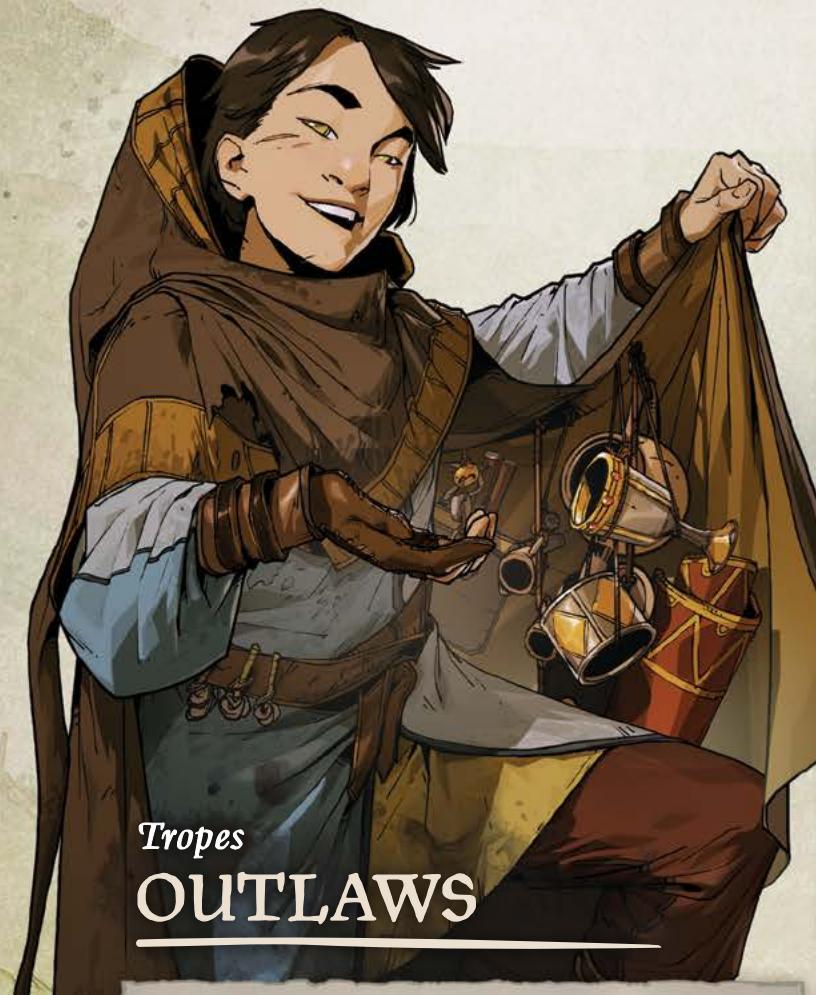
Choose One:

Our Village (Devotion, page 94)

Band of Swords (Companion, page 126)

Troll (Uncanny Being, page 116)

Backpack: *artisanal necklace, spiked roundshield, or alluring musk ointment*



Tropes OUTLAWS

Avenging Cutthroat

Whether a professed executioner who was taught the trade or a mere catspaw who had no other way to survive, you are adept at the art of putting knives to the throats of those who you deem deserve it. You leave a trail of blood in your wake as you travel a road that will eventually lead you to the one who set you on this path, the one who wronged you, and whose life you yearn to end.

THEME KITS

Yearns For Revenge (Duty, page 106)

Acrobatic Agility (Trait, page 104)

Hidden Daggers (Possessions, page 130)

?

Choose One:

Fugitive (Circumstance, page 92)

Professional Burglar (Prodigious Ability, page 112)

Slay the Mighty One (Destiny, page 118)

Backpack: *hooded cloak, rope and hook, or sleeping drug*

Roguish Scoundrel

You're a good-for-nothing lying layabout who profits off of the gullibility or kindness of others, freeing them from their material concerns – that is, their coin, supper, or bag of seeds. When they find out and chase you down, you come up with another excuse, giving them a toothy apologetic grin. Hey, it's worked out for you so far!

THEME KITS

Practiced Liar (Personality, page 100)

Sleight of Hand (Skill Or Trade, page 102)

Tavern Brawler (Circumstance, page 92)

?

Choose One:

Uncommon Beauty (Trait, page 104)

Expert Appraiser (Knowledge, page 112)

Dockmaster (Influence, page 108)

Backpack: *paring knife, loaded dice, or pre-arranged distraction*

Vulgar Bandit

Civil society rejected you, and so you reject it. You might believe people are frightful sheep that need to be herded at the point of a spear, or that the rich should be forced to pay for the poor. Whatever your worldview is, it leads to violence and has earned you a few scars and a bad reputation in most villages, the kind that sends locals clamoring for their pitchforks.

THEME KITS

Fugitive (Circumstance, page 92)

Pilfered Possessions (Possessions, page 130)

Skirmisher (Skill Or Trade, page 102)

?

Choose One:

Heart of Gold (Personality, page 100)

Band of Swords (Companion, page 126)

Witchblood (People, page 98)

Backpack: *intimidating mask, sturdy spear, or canvas sack*

Aspiring Squire

To be a hero of the realm, to fight evil and injustice, to vanquish your dark enemies – that is what you've always dreamed of. And so, you've sworn yourself as a squire to a travelling knight – a real knight, with armor and all – whom you now follow. You still get sore after a few swings of the sword but you are on the path to fulfill your calling. What could possibly go wrong?

THEME KITS

Become a Knight (Devotion, page 94)

Skirmisher (Skill Or Trade, page 102)

Inspiring Master (Companion, page 126)

?

Choose One:

Horse & Panoply (Possessions, page 130)

Tenacious (Trait, page 104)

Heart of Gold (Personality, page 100)

Backpack: *safe-ward medallion, embroidered handkerchief, or hemp rope*



Dashing Swashbuckler

What is life for, but to make merry, upset the guards, and cross swords? Quipping as deftly as you fence, you parry every sword thrust and dodge every attempt to sour your mood. With a wry smile and a tankard in your offhand, you parade through every village, making rivals- and friends-for-a-day, only to move on once you've duelled everyone you can.

THEME KITS

Jovial Disposition (Personality, page 100)

Acrobatic Agility (Trait, page 104)

Formidable Weaponmaster (Prodigious Ability, page 112)

?

Choose One:

Fugitive (Circumstance, page 92)

Friend I Just Met (Companion, page 126)

Sleight of Hand (Skill Or Trade, page 102)

Backpack: *risque corset, long whip, or solid alibi*

Tropes

PERSONS-AT-ARMS

Sellsword

Oil your blade. Repair your armor. Practice your forms. When combat is your livelihood and armed conflict an inescapable certainty, you put your trust in routines. There won't be time to think it over when a band of brigands ambushes your caravan, or a monstrous beast tries to tear out your throat. You must be prepared to draw steel and deliver on your promise.

THEME KITS

Formidable Weaponmaster (Prodigious Ability, page 112)

Forged in War (Past, page 96)

Contract Work (Duty, page 106)

?

Choose One:

Respected Leader (Influence, page 108)

Spellsword (Sorcery, page 220)

Monster Lore (Knowledge, page 110)

Backpack: *draping cloak, top-quality boots, or smoking pipe*



Tropes

FAITHFUL ONES

Consecrated Cavalier

Upon a stone altar or under an old oak, you have sworn your life and sword to the service of a higher power, which has tasked you with a noble quest. This nigh-impossible journey will demand of you not only prowess in battle and great deeds, but also humility and purity of heart, qualities which you may yet to have found in yourself.

THEME KITS

Oath of Allegiance (Duty, page 106)

Horse & Panoply (Possessions, page 130)

Formidable Weaponmaster (Prodigious Ability, page 112)

Choose One:

Blessing of the Goddess (Magic, page 128)

Landed Noble (Circumstance, page 92)

Heirloom Longsword (Relic, page 114)

Backpack: *rations, tinderbox, or map of the region*

Demon Abjurer

When things of the world beyond cross over and undo the natural order, bringing sickness to children or possessing dead farm animals, that's when folks call you. Armed with naught but your prayers and a handful of sacred signs, you wrestle with the entity until you cast it out. Then, you take your reward – a hot meal – and leave again into the rain.

THEME KITS

Warding Invocations (Magic, page 128)

Denizens of the Unseen (Knowledge, page 110)

Mystic Pilgrimage (Past, page 96)

Choose One:

Outcast (Circumstance, page 92)

Gruff (Personality, page 100)

Caravan Folk (People, page 98)

Backpack: *bag of salt, sap (club), or wind chimes*

Devoted Healer

The world is full of woes – famine, plague, accidents, and wild beasts – and that's not yet counting evils by mankind made: war, tyranny, or violence. You have resolved to help others who have been struck by misfortune and heal their aching bodies, or aid them in their passing. All you have are a few herbal remedies and your conviction of what ought be done.

THEME KITS

Heal the Sick (Devotion, page 94)

Village Apothecary (Alchemy & Herbalism, page 208)

Forged in War (Past, page 96)

Choose One:

Gifted Physician (Prodigious Ability, page 112)

Guardian Spirit (Companion, page 126)

Folk Hero (Influence, page 108)

Backpack: *quarterstaff, oilskin cape, or extra ingredients*

Conjurer of Flames

Marked since birth with runes of flame, you call forth fire with every hiss of your tongue or flick of your fingers. Wild as you are, all you've ever known is the order of conjurers who raised you, although there is a growing suspicion in your mind that some dark truth has been kept from you. And that just makes you want to set the world on fire.

THEME KITS

Blazing Invoker (Runic Invocation, page 216)

Ritualistic Circle (Devotion, page 94)

Cursed (Past, page 96)

?

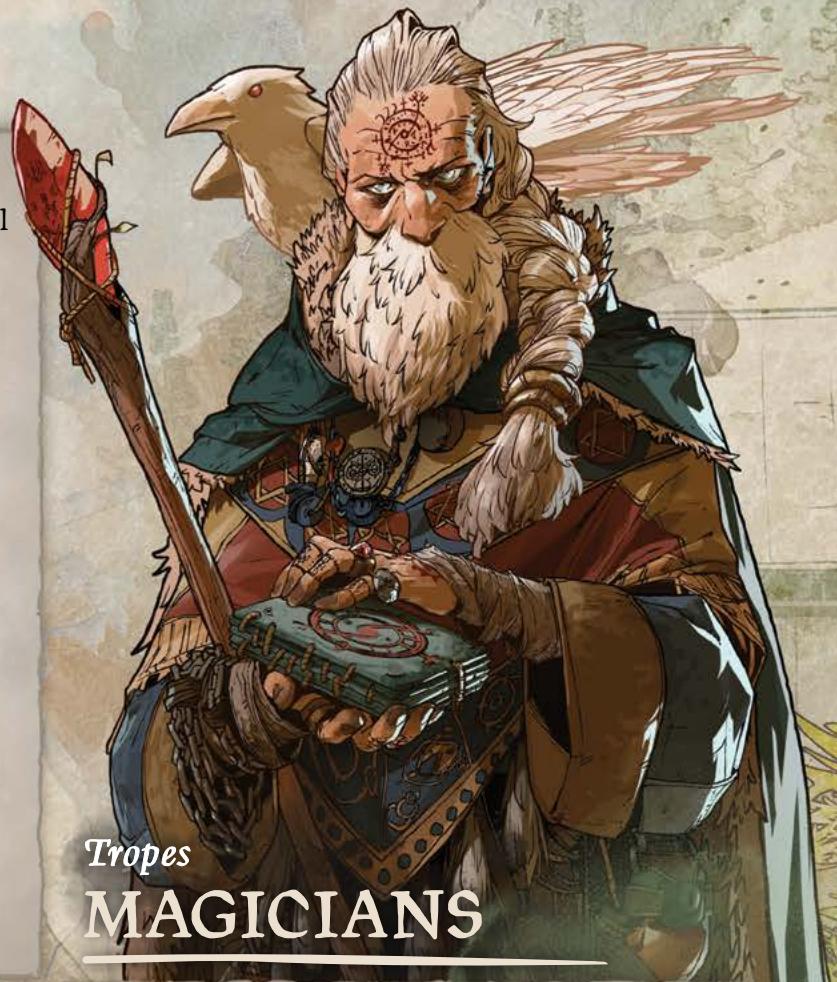
Choose One:

Fugitive (Circumstance, page 92)

Prophetic Visions (Trait, page 104)

Hellspawn (Uncanny Being, page 116)

Backpack: *strange explosive powder, etched breastplate, or heavy cowl*



Tropes

MAGICIANS

Wandering Thaumaturge

A great many things that once were have now passed on to ruin. Among them are the secrets of the ancients and their lost understanding, their so-called "magic". You have travelled far and wide and gathered much of this secret knowledge, and yet what you know is as but a drop in the ocean. There is so much yet to see and learn...

THEME KITS

Wandering Wizard (Sorcery, page 222)

Well-Traveled (Past, page 96)

Tales of the Ancients (Knowledge, page 110)

?

Choose One:

Staff of Spellbinding (Relic, page 114)

A Light Against the Dark (Duty, page 106)

Gruff (Personality, page 100)

Backpack: *spell of timely vanishing, potion of recovery, or donkey*

Wide-Eyed Apprentice

Clean the cauldron, wash the floor, cook dinner – it seems all you ever do as an apprentice to your old magician master is chores, chores, and more chores. By now you ought to have mastered sorcery altogether, at least by your account, but all you can manage are a few tricks and cantrips. Surely there's a shortcut you could take...

THEME KITS

Rudimentary Magic (Magic, page 128)

Curious (Personality, page 100)

Hardworking Drudge (Circumstance, page 92)

?

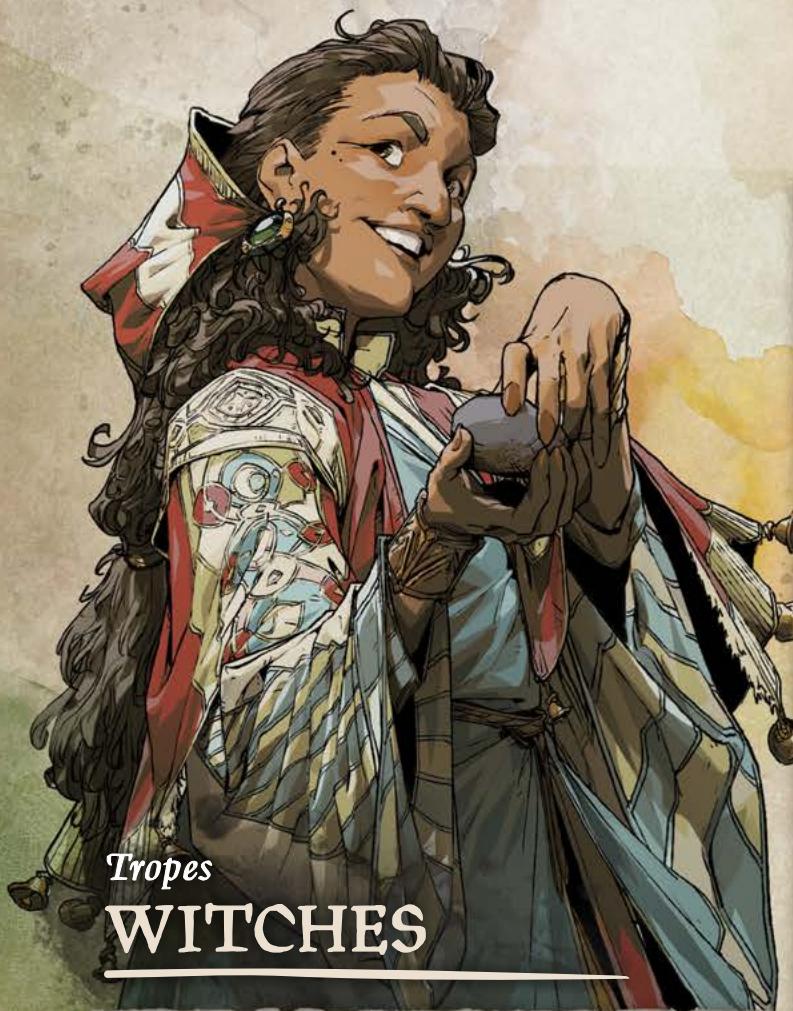
Choose One:

Witchblood (People, page 98)

Ailing Wise Elder (Devotion, page 94)

Cauldron of Conjunction (Relic, page 114)

Backpack: *broom, herbal cleansing soak, or scroll with unknown spell*



Tropes

WITCHES

Bogland Recluse

No matter how many STAY AWAY signs you put up – or how many skulls you impale on spikes – they'll always come looking for you at your would-be swampy retreat. Somehow they got it in their shriveled heads that you can concoct a cure for their boils or an ointment to make them stronger, and while they are not wrong, you're always tempted to sell them something that would have the opposite effect!

THEME KITS

Gruff (Personality, page 100)

Hinterland Tracker (Skill Or Trade, page 102)

Greenkeeper (Alchemy & Herbalism, page 208)

Choose One:

Protect the Land (Duty, page 106)

Troll (Uncanny Being, page 116)

Beaver Kin (People, page 98)

Backpack: *rejuvenating concoction, jingling tripwire, or weird bark armor*

Pastoral Priest/ess

Dressed in hemp robes and dancing in stone circles and grassy glades, you and your acolytes serve as spiritual guides and ceremonial leaders for your people. Under moonlit night skies, you perform sacred celebrations and symbolic offerings to cultivate a harmonious communion with the land's unseen spirits and to receive their many blessings and boons.

THEME KITS

Alderperson (Circumstance, page 92)

Blessing of the Goddess (Magic, page 128)

Ritualistic Circle (Devotion, page 94)

Choose One:

Mystic Pilgrimage (Past, page 96)

One of the Fair Folk (Uncanny Being, page 116)

Stargazer (Knowledge, page 110)

Backpack: *blessed sickle, bountiful bushel, or warning premonition*

Powermonger Witch

Feigning as an aging advisor, patriarch/matriarch, or matchmaker, you are, in fact, a most potent weaver of plots and of hexes, ruthless in your pursuit of power for your clan, coven, or cult. Left unchecked, you will poison a community from the inside and consume its social and spiritual marrow, growing ever more powerful.

THEME KITS

Conspirator (Influence, page 108)

Hex & Curse (Magic, page 128)

Cauldron of Conjuration (Relic, page 114)

Choose One:

Insidious Cult Overlord (Dominion, page 120)

Giant Spider Queen (Monstrosity, page 124)

Hidden Daggers (Possessions, page 130)

Backpack: *poisoned dirk, flashbomb, or walking cane*

Grouchy Household Hob

Stupid human beings! Do they not see? Can they not tell that you're helping them around the house?! You mend the masonry, shut the pen gate when it's left open, and tap on each chicken so it lays two eggs – and all you ask in return is a bowl of porridge left on the doorstep or by the hearth. Oh, the secrets you could reveal to them, if only they unstuck their noses from their own behinds!

THEME KITS

Little Hob (Uncanny Being, page 116)

Gruff (Personality, page 100)

Homesteader (Skill Or Trade, page 102)

?

Choose One:

Bag of Enchanted Dust (Relic, page 114)

Denizens of the Unseen (Knowledge, page 110)

Seasoned Trader (Prodigious Ability, page 112)

Backpack: *thread & needle, bowl of porridge, or intruder-stopping glyph*



Tropes

STRANGE CREATURES

River Beauty

A river spirit or a drowned soul, long you have lured unwitting villagers to plunge into the cool water of your brook or pond, never to come out again. Whether due to an old enmity with mankind or a personal vendetta against your own people, you have become what parents caution their children against. Until, at last, your water is waded by one worthy of living...

THEME KITS

One of the Fair Folk (Uncanny Being, page 116)

Underwater Deftness (Trait, page 104)

Yearns for Revenge (Duty, page 106)

?

Choose One:

Heirloom Longsword (Relic, page 114)

Adored (Influence, page 108)

Enthralling Entertainer (Prodigious Ability, page 112)

Backpack: *carved skull helmet, rusted pike, or juicy fish*

Skinchanger

Where you come from, what you are, these questions matter not. Right now you are *this* person, but tomorrow you'll be *that*. A shapechanger, you can imitate the form of people and even beasts. But people get suspicious and your reputation is starting to precede you, closing around you like a noose, as you try to answer the one question that matters: What do you want?.

THEME KITS

Doppelganger (Shapeshifting, page 219)

Outcast (Circumstance, page 92)

Practiced Liar (Personality, page 100)

?

Choose One:

Artisan (Skill Or Trade, page 102)

Last of My Kind (Past, page 96)

Pilfered Possessions (Possessions, page 130)

Backpack: *concealed dagger, appropriate clothing, or memorized personal detail*



Tropes

NOBILITY

Haughty Courtier

Smile, no matter how it chafes you. Keep up appearance, uphold decorum. Cloak yourself in mannerism to hide your scheming thoughts from your next political prey. You have plans for all those who have crossed you, or whose position and power you covet. A rumor here, a proposal there, some strings attached. It'll all come together splendidly in the end.

THEME KITS

Conspirator (Influence, page 108)

Landed Noble (Circumstance, page 92)

Rumormonger (Personality, page 100)

Choose One:

Highborn Education (Past, page 96)

Oath of Allegiance (Duty, page 106)

Ambassador of Change (Mastery, page 122)

Backpack: *saber, vial of poison, or deck of playing cards*

Heavy-Hearted Monarch

Heavy lies the crown, and it lies upon your head. War at the borderlands, dwindling coffers, court intrigue, fomenting rebellion... You sit upon the realm's throne, deep in contemplation, for every choice you make mobilizes armies, raises bridges and towers, and seals the fate of thousands.

THEME KITS

Monarch (Dominion, page 120)

Impregnable Stronghold (Possessions, page 130)

Band of Swords (Companion, page 126)

Choose One:

Forged in War (Past, page 96)

Prophetic Visions (Trait, page 104)

Disembodied Spirit (Uncanny Being, page 116)

Backpack: *gilded goblet, reinforcement troops, or private mountain lodge*

Hope of the Realm

With the old, corrupt monarchy teetering on the edge of oblivion, it is to you – their heir apparent or beloved hero – that the eyes of the people turn. Destined to one day rule the realm, by birth, prophecy, or some court trade, you nevertheless care more about the subjects of the kingdom than your own advancement, which is precisely why they put their faith in you.

THEME KITS

Heart of Gold (Personality, page 100)

Folk Hero (Influence, page 108)

Ascend the Throne (Destiny, page 118)

Choose One:

Uncommon Beauty (Trait, page 104)

Formidable Weaponmaster
(Prodigious Ability, page 112)

Highborn Education (Past, page 96)

Backpack: *leatherbound book, commoner clothing, or small bag of gold*

A God of the Forest

You are dewdrop slipping down the needles of an evergreen; a salmon flapping up an overshadowed brook; the lumborous sigh of the earth that no one hears. You are all of these, but to the people, you are the face of the inscrutable forest, of life so verdant they cannot contain it. No wonder they fear you. They have forgotten whence they came; mayhaps you could remind them.

THEME KITS

God-Spirit (Monstrosity, page 124)

Primal Earthshaper (Landshaping, page 212)

Otherworldly Realm (Dominion, page 120)

?

Choose One:

Magic Seeds (Relic, page 114)

Irksome Pixie (Companion, page 126)

Lord of the Hunt (Mastery, page 122)

Backpack: *army of living trees, voices upon the wind* or *draught of mind-freeing*



Tropes

MONSTERS & GODS

Dread Vampire

Blood. It all comes down to the crimson flow of life. Over centuries and millennia, many mortals have spilt theirs so they may taste yours and gain life everlasting, embraced in the cradle of darkness. You live among them but only the most powerful of their kind know of your existence. Perhaps it is best; the less of them feign to interfere with the harvest, the better.

THEME KITS

Powerful Vampire (Monstrosity, page 124)

Adored (Influence, page 108)

Outcast (Circumstance, page 92)

?

Choose One:

Impregnable Stronghold (Possessions, page 130)

Highborn Education (Past, page 96)

One with the Dark (Magic, page 128)

Backpack: *bottle of royal blood, barbed chain, or loyal thrall*

Resplendent Dragon

You are among the world's most feared and adored creatures – a winged worm, a monstrous lizard. The few brave warriors who dare oppose your reign of terror quickly perish by claw, tail, fang, or noxious breath. But for all their weaknesses, mortals fascinate you and you long to know their petty desires and noble hearts. Be careful not to swoop too low...

THEME KITS

Dragon (Monstrosity, page 124)

Curious (Personality, page 100)

Lord of the Hunt (Mastery, page 122)

?

Choose One:

Untold Riches (Possessions, page 130)

Foretold Demise (Destiny, page 118)

Terror of the Land (Dominion, page 120)

Backpack: *grazing herd, dragon barding, or word of commanding*



Circumstance

BACKGROUND * SOCIAL STANDING * UNIQUE SITUATION * WALK OF LIFE

With this theme, the circumstance in which you currently find yourself plays a major role in your story. This could entail your social standing or role, whether you are descended from nobility or born to poverty, whether you are struggling to survive, hunted for who you are, being the village fool nobody takes seriously, and so on. This theme type focuses on *where you are in life*, your unique situation, whether it is inherent or temporary.

- What is your place in life and in society?
- What's interesting about where you have found yourself?
- What social position do you possess and how long have you had it?
- What makes you a stereotypical example of your circumstance? What makes you stand apart?
- Are you a victim of circumstance or did you choose your lot in life?

Power Tag Questions

- A** What Circumstance do you find yourself in?
- B** What tools or trappings of your position or station do you carry?
- C** Who can you call upon or relate to thanks to your Circumstance?
- D** What social skills have you developed as part of your Circumstance?
- E** How can you exploit your Circumstance to get out of trouble?
- F** Where do you go to be with others of similar social status?
- G** What special right or privilege comes with your Circumstance?
- H** What knowledge or knack is common to people in your position?
- I** How have you learned to overcome your Circumstances?
- J** What is the motto or creed you've adopted?

Weakness Tag Questions

- A** What's the biggest challenge you face due to your unique position?
- B** What aspect of your Circumstance do others scorn, shun, or detest?
- C** What kinds of places or situations are off limits to you?
- D** How do others commonly mistreat you?

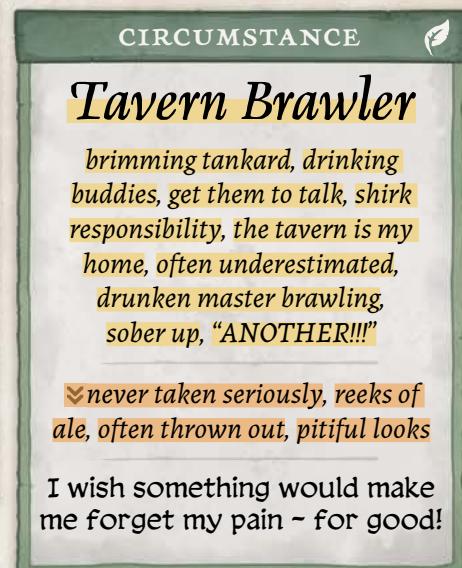
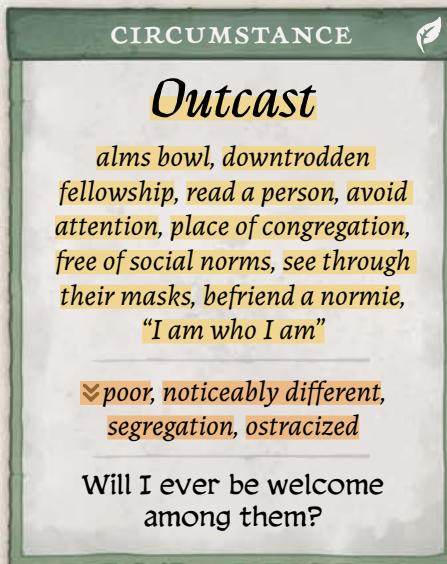
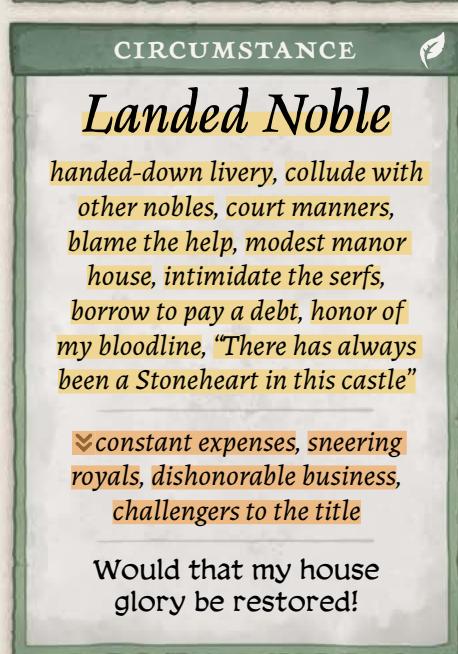
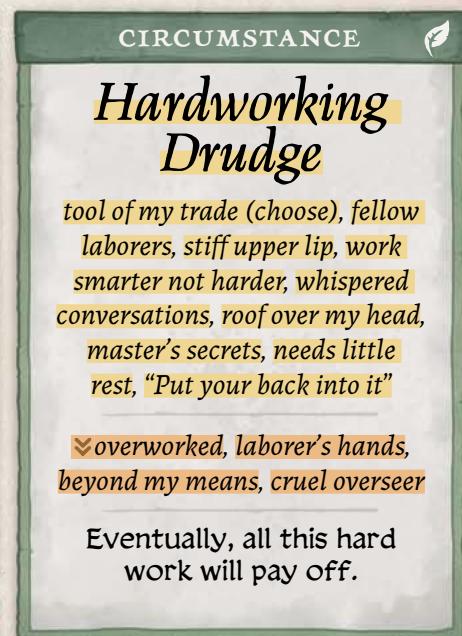
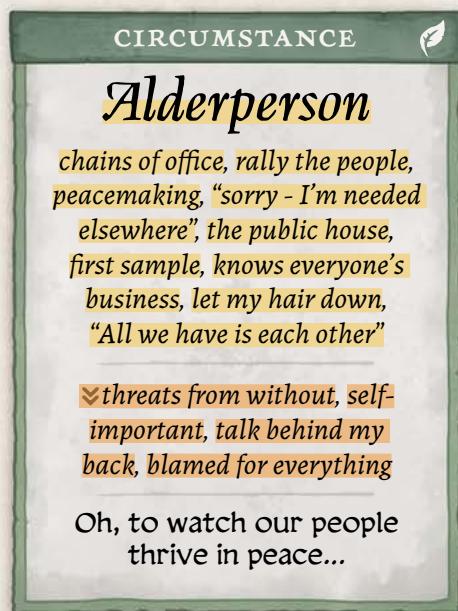
Quest Ideas

- A desire to prove your worth despite your status.
- An ambition to become the most successful or archetypal member of your role.
- A binding norm or code you adhere to due to your position.

Special Improvements

- Comfort Zone:** When you camp or sojourn in the environment of your Circumstance, you may recover one scratched power tag in addition to any other benefits.
- Expected Role:** Choose a status that represents how society expects you to behave, such as *friendly*, *threatening*, or *in-charge*. Once per session, before you take a social action befitting your expected role, you may gain this status at tier 2.
- Familiar Matters:** There are things everyone in your situation knows. Once per scene, you may ask the Narrator for one important detail about a subject related to your Circumstance.
- Strength From Adversity:** Once per session, when a weakness tag from this theme is invoked, you may gain *driven-2*, which helps this roll and expires after it.
- Trudging Along:** Choose a type of status that you've become accustomed to given your Circumstance, such as *tired* or *humiliated*. Once per scene, you may ignore a status you have of that type if it is tier 3 or lower.

Theme Kits





Devotion



IMPORTANT RELATIONSHIPS * COMMITMENT TO A GROUP OR IDEAL

You have dedicated yourself to a person (a loved one, mentor, or dependent), a group (your circle of weavers or the village of Woodend), or an ideal (religion, creed, or way of life). Your devotion gives you meaning, drives you to carry on in difficult times, offers you something to go back to when the adventures are over, and serves as a framework for knowing right from wrong.

- What is the most important thing to you, personally?
- How did you end up caring so much about this person, group, or ideal?
- Do you chafe under the needs, demands, or ethos of who or what you are devoted to?
- How far would you go to protect that which you are devoted to?

Power Tag Questions

- A** Who or what are you Devoted to?
- B** What action do you most commonly take in service of your Devotion?
- C** What feeling does your Devotion fill you with that you can call upon?
- D** What possession do you carry or have that symbolizes your Devotion?
- E** Where or when can you connect with your Devotion?
- F** What does the object of your Devotion often help you with?
- G** What quality do you possess that best exemplifies your dedication?
- H** What approach do you take in social situations due to your Devotion?
- I** What ethos or saying do you aspire to live up to in your dedication?
- J** What useful ritual or habit do you have to show your Devotion?

Weakness Tag Questions

- A** What are you blind to because of your Devotion?
- B** What duties do you have that frequently need your time or resources?
- C** What unsightly or destructive behavior can your Devotion evoke in you?
- D** What often threatens the object of your Devotion?

Quest Ideas

- A simple statement of your Devotion and what you feel towards them or it.
- Something you hope to gain by your Devotion, the one thing you cling to that makes all this sacrifice worthwhile.
- A task you must complete for your Devotion, such as a ritual, a pilgrimage, or an act of heroism.

Special Improvements

- Bodyguard:** When your Devotion or a person representing it takes Consequence, you may take it instead of them (and possibly react to it), if the Narrator deems it possible.
- Catch Me When I Fall:** Once per session, when you act with the object of your Devotion or a person representing it at your side, and the outcome is only Consequences, you may choose to Succeed as well.
- Deeply Committed:** Your dedication fills you with purpose. Once per scene, when you take action to pursue this theme's Quest, you may first gain *committed-2*, which expires after that action.
- Goes Both Ways:** Once per session, if the object of your Devotion is near, you may gain a story tag representing aid granted by them, such as an item, encouragement, knowledge, or direct help.
- Unwavering:** Once per session, when a tag in this theme would be scratched for any reason, you may keep it unscratched instead.

Theme Kits

DEVOTION

Ailing Wise Elder

caregiver, compassion, elder's old weapon (choose), quality time, learn secret techniques, loyal as can be, preserve dignity, "Time is short", think before I act

▼ blind admiration, requires constant care, people my age, elder's failing health

What little time is left, I ought to spend it with them.

DEVOTION

Become a Knight

training, muster courage, arming sword, learn from watching, take the high road, humility, act honorably, defend the weak, armor repairs

▼ dishonorable knights, lord's tedious demands, haughty, underhanded enemies

I shall be a knight of the realm, serving the greater good.

DEVOTION

Childhood Sweetheart

serenading, true love, token of affection, our secret spot, strength to go on, hopeful, confident strut, "We'll always have our love", quite the kisser

▼ loves-me-not, testing my love, nothing else matters, worldly worries

There is nothing I would not do for this love!

DEVOTION

Heal the Sick

treat maladies, show sympathy, simple medicine, plague-stricken lands, helps me feel worthy, ease suffering, bedside manners, "Leave no one untreated", avoid infection

▼ too many to treat, requires clean environment, think I know best, unnatural plagues

I will help ALL of them.

DEVOTION

Our Village

protect our own, this is home, typical local garment (choose), gather at the square, many helping hands, we share one fate, friendly and kind, strength in unity, throw a celebration

▼ ill-will between us, someone always needs help, xenophobia, invaders

This warm and welcoming home is worth every sacrifice.

DEVOTION

Ritualistic Circle

ritual preparations, solemn concentration, essential candles, circle of protection, receive a vision, sworn to secrecy, preaching, "All that is threefold is true", make an offering

▼ dogmatic thinking, must show due reverence, jealousy, witch hunters

The next ritual must be held according to our customs.



DEFINING LIFE EVENT * FOUNDATIONAL EXPERIENCE * TRAUMA OR WINDFALL

Something happened to you that still echoes through your life and defines you, shapes you, or haunts you. You may have been through something traumatic or life altering, which left its mark on you. Perhaps it was one fateful day that changed everything or a whole secret history or a prior life you've left behind, or it could be a period of time that left an impression on you, such as an education you acquired or your time spent with the elves.

- What life event or past experience shaped who you are?
- Why did you leave it behind, or how did you move past it?
- What repercussions of that experience still haunt you?
- Are you trying to return to the better days, or hoping to leave the past behind?

Power Tag Questions

- A** What past event or existence has shaped your life?
- B** What major lesson did you learn from your Past?
- C** What clothing or equipment have you kept with you?
- D** What memento do you still hold on to?
- E** What person or people from your Past can you still call upon?
- F** What situation from your Past are you skilled at dealing with?
- G** What reputation have you earned for yourself locally?
- H** What secret skill or technique did you pick up?
- I** What quality of character have you developed from your experiences?
- J** What particular culture, clique, or people do you connect with now?

Weakness Tag Questions

- A** What ugly secret do you keep, connected to your Past?
- B** What person or group from your Past is still out to get you?
- C** What past situations bring back painful or unwanted memories?
- D** What physical or mental marks has your Past left on you?

Quest Ideas

- A lesson learned or oath taken in your old life to which you now adhere.
- An aspiration to recover what you've lost, or to leave your Past behind.
- A question from your Past that haunts you to which you must find an answer.

Special Improvements

- Face From The Past:** Once per session, when you meet a character from your Past for the first time in the game, you may describe how your last meeting went and give them an appropriate tier-2 status.
- Lessons Learned:** Once per session, when you roll a total of 6 or less, you may explain how this situation is familiar to you from your Past, reroll the dice, and take the new result.
- Not Letting Go:** Whenever you burn a tag from this theme for Power, you can mark Abandon on any other theme instead of marking that tag as scratched.
- Put It Behind Me:** When you **Make a Sacrifice** at the Scarring sacrifice level, you may forego the roll and treat it as a 7-9 instead, Success with Consequences. You must choose to replace this theme.
- Vivid Memory:** Once per session, when a weakness tag from this theme is invoked, you may discover (ask the Narrator) or reveal (decide yourself, Narrator approves) one important detail from your Past and gain an appropriate story tag or a tier-2 emotional status.

Theme Kits

<p>PAST</p> <h3>Cursed</h3> <p>discern sorcery, protective charm, item used for curse (choose), local exorcist, hide my curse, somber, monstrous transformation, enduring willpower, outcasts</p> <p>▼ I can never... (choose), monster hunters, whispers creep me out, symbols mark my flesh</p> <p>I must find a way to free myself of this curse.</p>	<p>PAST</p> <h3>Forged in War</h3> <p>find cover, battered shield, memento of someone I lost, fellow refugees, move through battlefields, tall tales of heroism, can handle a blade, ruthless, warriors' jargon</p> <p>▼ dishonorable wartime acts, avenging kinsmen, nightmares, old injury</p> <p>Are we fated to forever slay one another on the battlefield?</p>	<p>PAST</p> <h3>Highborn Education</h3> <p>history of the realm, finest clothing, ink & quill, my old teachers, scholarly debates, earned distinction, feign knowledge, inquisitive mind, councilpersons and advisors</p> <p>▼ incomplete studies, those who mock learning, my knowledge questioned, wimpy</p> <p>Knowledge must be passed on, or become lost to time.</p>
<p>PAST</p> <h3>Last of My Kind</h3> <p>look over my shoulder, dirty vagabond cloak, sand from my homeland, wisdom of my ancestors, wilderness survival, feared and respected, speak the lost language, self-reliant, those who offer shelter</p> <p>▼ vicious streak, still hunted, horrific flashbacks, choking fits</p> <p>It falls to me alone to continue the legacy of my kind.</p>	<p>PAST</p> <h3>Mystic Pilgrimage</h3> <p>sight beyond sight, pilgrim's robes, curative water, mountain ascetics, dealings with unnatural beings, local Wise One, spirit-repelling sign, incorruptible, friendly godlings</p> <p>▼ lapse of memory, the spirits know my name, hallucinations, unsettling gaze</p> <p>My journey into the sacred mysteries has only just begun.</p>	<p>PAST</p> <h3>Well-Traveled</h3> <p>pack efficiently, trusty walking stick, coin of a faraway land, find a wayguide, navigating dangerous terrain, travel stories, light a fire, bold explorer, friends along the way</p> <p>▼ always leaves when it gets hard, wanted in a faraway realm, troubled by wanderlust, bad knees</p> <p>The time has come to set out on a new journey!</p>

ANCESTRY * HERITAGE * CULTURE * SPECIES

You belong to a clan, a family, a race or species, a community, or some other group who are their own culture or ancestry. You were born into this community or you joined later in life, whether by choice or due to circumstances. You share language, mannerism, aesthetics, worldview, or perhaps physical traits and special abilities, and these are expressed in you and the way you face the world.

- Is your heritage a proud part of who you are, a plain fact of your existence, or a stain you're trying to wash off?
- What about your clothing style, items, or physique makes you stand out?
- What is more important to you, the traditions themselves or the lessons they teach?
- When in a bind, how do you turn to your native abilities and beliefs?

Power Tag Questions —————

- A** What do your People call themselves or one of their members?
- B** What physical attribute common to your People serves you best?
- C** What skill, technique, or trick is practiced by your People?
- D** What item of cultural significance do you carry with you?
- E** What knowledge is shared among your People?
- F** Where are your People from, commonly found, or most comfortable?
- G** When in need, who among your People can you call for aid?
- H** What is the combat style or typical weapon used by your People?
- I** What useful quality about you is very typical of your People?
- J** What unique or supernatural ability do your People possess?

Weakness Tag Questions —————

- A** What plight or difficulty of your People most affects you?
- B** What often causes strife or discord among your People?
- C** When are you hindered by your cultural ways or inherited traits?
- D** How or by whom are your People most prejudiced against?

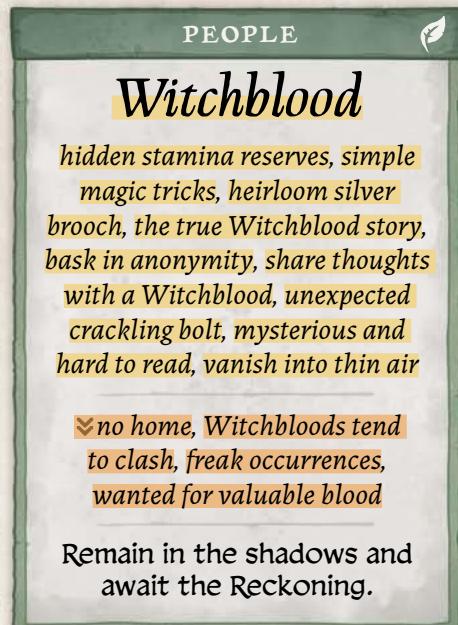
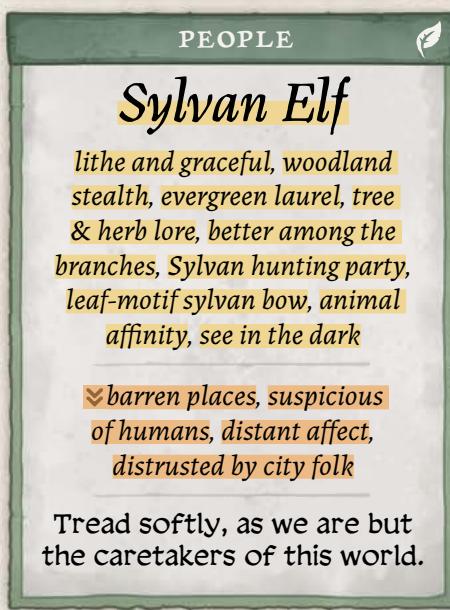
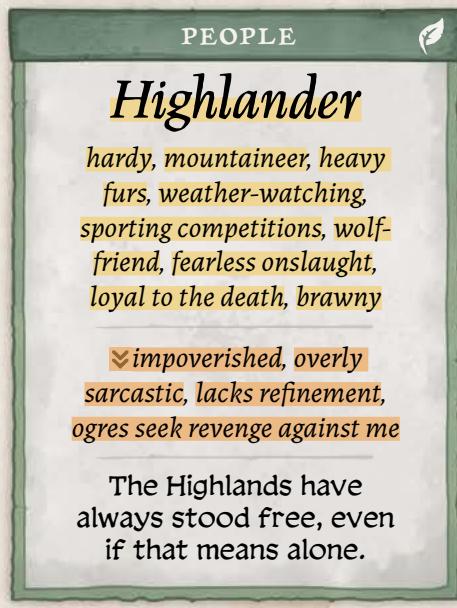
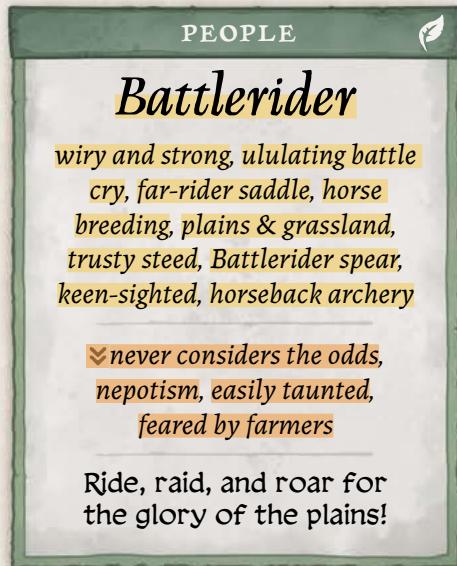
Quest Ideas —————

- The ethos or “way” of your People, or a saying that summarizes it.
- An aspiration to raise your People up or overcome their plight.
- A goal to fulfill a prophecy or folktale of your People.

Special Improvements

- Shared Language:** Your People respond well to your presence. Once per scene, when you socially interact with them and get both a Success and Consequences, you may choose not to take the Consequences.
- Stand Out:** You are an unusual member of your People. Once per scene, when you act against your People's habits, culture, or traditions and get both a Success and Consequences, you may choose not to take the Consequences.
- True To My Tribe:** You are an exemplary member of your People. Once per scene, when acting according to your People's habits, culture, or traditions would put you at risk or disadvantage and you still choose to do so, you may mark Improve on this theme.
- Trust in Legacy:** Choose one power tag describing your People's abilities or ways. Once per session, when you roll with this tag and get only Consequences, you may choose to Succeed as well.
- Wisdom Handed Down:** You command the lore of your People. Once per scene, you may ask the Narrator for one important detail from an area of knowledge possessed by your People.

Theme Kits





Personality

**TEMPERAMENT * PERSONAL “AURA” OR STYLE *
COMMON BEHAVIOR * INNER SELF**

You have a certain way of seeing the world and engaging with it, an archetypal personality type or way about you. You might have developed it during your younger years, or adopted it only lately, and it might not even be to your liking – but your personality is taking you places and defines how you interact with others. It could be that when times get tough, your true self comes out. Or maybe your persona is just a crutch, a defense that keeps people from getting too close.

- What are you like?
- What made you this way?
- How well does your personality mesh with others’?
- Is it all a show you’re putting on for the world? And if so, what’s beneath it?

Power Tag Questions

- A** What Personality trait is most central to you?
- B** In what situations does your Personality truly shine?
- C** How do you influence other people?
- D** What item or garment best expresses your personal style?
- E** What interpersonal or social skill or talent do you possess?
- F** When in trouble or stressed, what emotion or behavior do you turn to?
- G** What is an unexpected but useful facet of your Personality?
- H** How do you support or help others?
- I** How do you resist influence or stay true to yourself?
- J** How can your unique worldview help you figure things out?

Weakness Tag Questions

- A** In what situations does your Personality get you into trouble?
- B** What is an ugly or unfortunate aspect of your Personality?
- C** What unwanted behavior does your Personality push you toward?
- D** Who finds you, or who do you find, irksome or loathsome?

Quest Ideas

- A personal motto, rhyme, or quote that encompasses your core worldview or approach.
- Something you must do to feel true to yourself.
- A goal you have set for yourself due to your Personality.

Special Improvements

- Adaptable Persona:** Once per session, when you take an action using tags from this theme and get only Consequences, you may choose to Succeed as well.
- Big Personality:** When you burn power tags from this theme for Power, they add 4 Power instead of 3.
- Infectious Personality:** When you camp or sojourn, you may give another Hero a story tag describing an aspect of your Personality (expiring any previous tag created this way).
- Lasting Impression:** Once per scene, when you take a social action and Succeed, you may give a *lasting impression* to everyone you affect with this action.
- Unshakeable:** Once per scene, when you react to lessen social or emotional Consequences and get a total result of 7 or above, you may spend all your Power to completely avoid all Consequence Effects.

Theme Kits

PERSONALITY

Curious

learning environment, inundate with questions, all in my notebook, subtle inquiry, passion for the truth, inventive, point out peculiarities, recognize false answers, deep thinker

▼ overlook danger, really annoying, prying and invasive, those with something to hide

There's so much more to see and learn!

PERSONALITY

Gruff

silence is golden, intimidating scowl, austere wardrobe, scathing comment, smoldering rage, unexpected kindness, correct their mistakes, nothing gets to me, wasn't born yesterday

▼ sentimentality, it gets lonely, offend my allies, piss off the wrong person

Don't talk so much.

PERSONALITY

Heart of Gold

help those in need, inspire others to help, bandages, reach out to someone, compassion, defend the weak, work shoulder to shoulder, resist malicious thoughts, coordinate efforts

▼ easily exploited, expects recognition, they didn't ask for help, attracts cruelty

There's hardship to go around - let's carry it together.

PERSONALITY

Jovial Disposition

life of the party, lift up spirits, musical instrument (choose), defuse tension, joy of life, suddenly serious, cheer them on, laugh at despair, sense what makes others happy

▼ inappropriately chirpy, weeping inside, prone to debauchery, austere types

Drink, dance, and dream, for today is all we have!

PERSONALITY

Practiced Liar

gullible victims, twist the truth, concealed pocket, impersonation, disregard for rules, believe my own lies, make up an excuse, question what's true, discern lies

▼ caught in a lie, hopeless cynicism, lie when I don't mean to, past victims

Let's see what I can get away with this time...

PERSONALITY

Rumormonger

tight-knit communities, threaten to expose them, spyglass, start a rumor, curiosity, keep certain secrets, raise someone's standing, dispel unwanted rumors, find out the truth

▼ rumor gone wild, pathetic, invasive busybody, private persons

Whispered words are mightier than loud proclamations.

Skill or Trade

CRAFT * HOBBY * TALENT OR KNACK * PROFESSION * PRACTICED OR REHEARSED ABILITY

You have a skill or ability you are somewhat good at, developed through practice or daily application over time. Or perhaps you've acquired a trade, which is more than a single honed skill – it's a set of related techniques and understandings, with its own role in society. You might have learned a profession from a mentor, put to work in your family's farm or shop, or practiced by yourself due to personal interest or out of necessity. You have become fairly good at what you do, and can trust your skills to carry you forward in most everyday situations.

- How did you acquire this skill or trade?
- What are its everyday needs? What tools do you use?
- How do others look upon you as a practitioner of this skill?
- How do you keep your skills honed?

Power Tag Questions

- A** What Skill or Trade are you good at?
- B** What specific technique within this Skill set is your specialty?
- C** What tool, equipment, or outfit is a staple of your Trade?
- D** Who most respects, values, or requires your abilities?
- E** What unusual or inventive application have you found for your Skill?
- F** In what conditions can you work with the most confidence and efficiency?
- G** How do you reduce the risk of failure, harm, or poor outcome?
- H** What are you more aware of or know about, thanks to your Skill?
- I** Who assists you in practicing your Skill or Trade?
- J** What conviction or emotion motivates you to practice your Skill?

Weakness Tag Questions

- A** What challenge or feat is quite beyond your everyday ability?
- B** What conditions make it harder for you to practice your Skill or Trade?
- C** How does your practice or talent bias your perceptions or interactions?
- D** Where or when are those of your Trade unwelcome or unwilling to work?

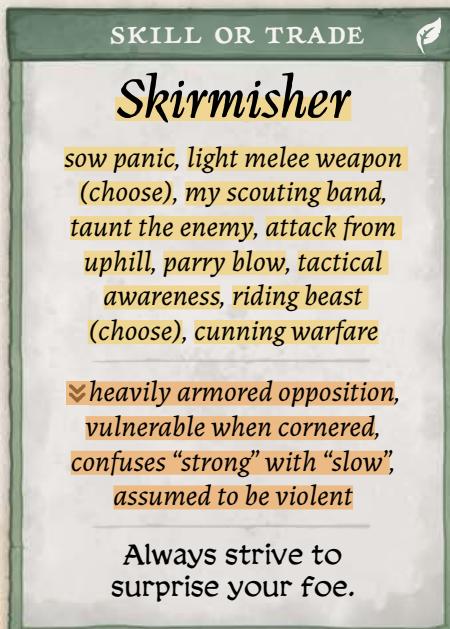
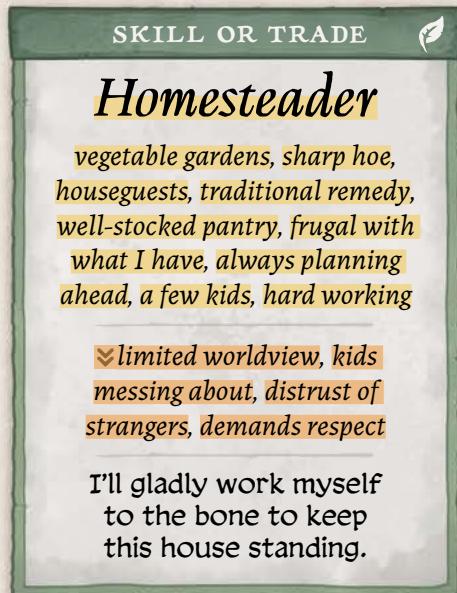
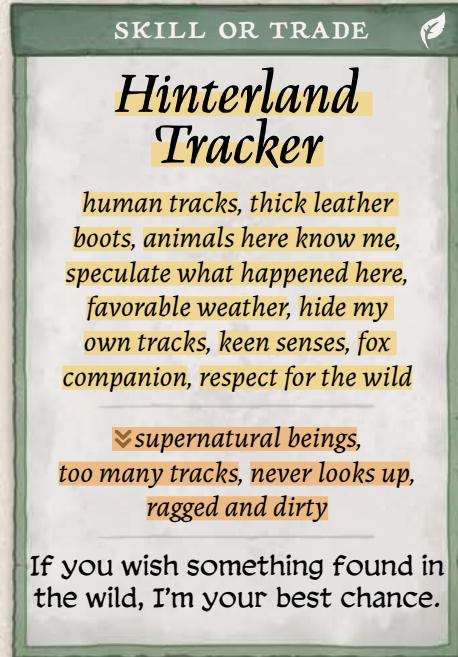
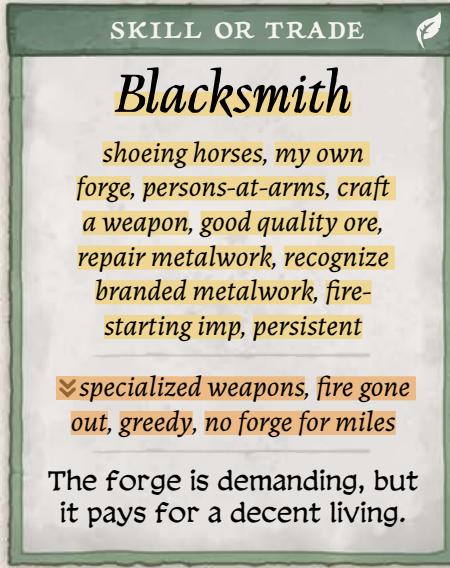
Quest Ideas

- The motivation to practice your Skill or Trade, such as to earn a living.
- A professional standard you are held to or a line you try not to cross.
- A desire to become much better at this than you are presently.

Special Improvements

- Deft Remedy:** Once per session, when you use tags from this theme and roll a total of 6 or less, you may reroll the dice and take the new result instead.
- Learn from My Mistakes:** Once per scene, when you act using tags from this theme and don't Succeed, mark Improve on this theme.
- Practice Makes Perfect:** Choose a helpful status reflecting your use of your expertise such as *alert* or *well-off*. You may burn a tag from this theme at any time to gain that status at tier 3.
- Rehearsed Technique:** When you choose this Special, choose a power tag from this theme. Whenever you burn that tag for Power, you gain 3 Power as normal and may also forgo rolling the dice and treat the dice roll total as 7 (before adding Power).
- Resourceful:** When you camp or sojourn, if you dedicate your time to preparing or crafting something using your skill, you may create an extra story tag in addition to the usual benefits.

Theme Kits





PHYSICAL FEATURE * MENTAL QUALITY * SPECIAL GIFT

You have a specific innate attribute that defines you, whether in your physique, your mind, or your heart – for example, you are strong, covered in scales, large-bodied, beautiful, cunning, or quick. Or, you possess some kind of special quality, unique to you, although not terribly out of the ordinary, such as being loved by animals. It could be something you were always well-known for while growing up or a recent transformation.

- When did you first discover or become aware of your trait?
- How reliant on this trait are you? Do you neglect developing relevant skills, or is it so good you simply don't need to?
- Who around you came to appreciate or resent this trait?
- What can this trait help you achieve?

Power Tag Questions

- A** What is your most defining Trait?
- B** What is a specific or common way you put this Trait to use?
- C** How is this Trait helping you keep safe?
- D** What item or ally helps you get the most of your Trait?
- E** What can you do that only those with this Trait can?
- F** In which situation is this Trait especially useful to you?
- G** What skill have you developed to make the most of this gift?
- H** What do you notice, sense, or understand that most other people cannot?
- I** How can you perform, show off, or be creative with your Trait?
- J** How do you hide this Trait, when you need to?

Weakness Tag Questions

- A** What happens when you overuse your Trait?
- B** Who around you resents, covets, or mocks your Trait?
- C** What is the most obvious vulnerability or misuse of this Trait?
- D** When is your Trait utterly useless?

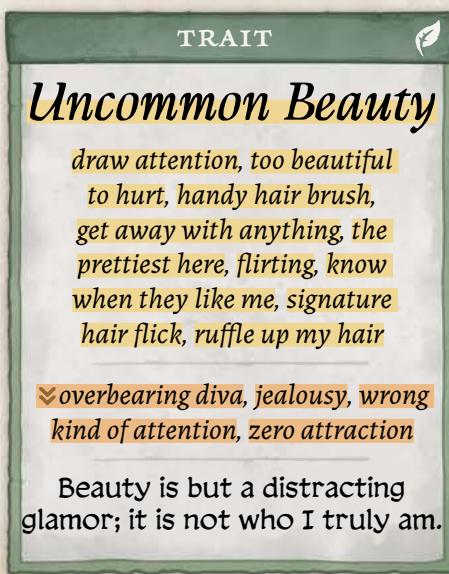
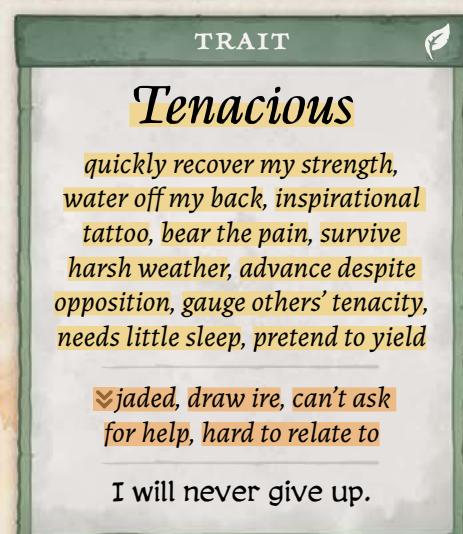
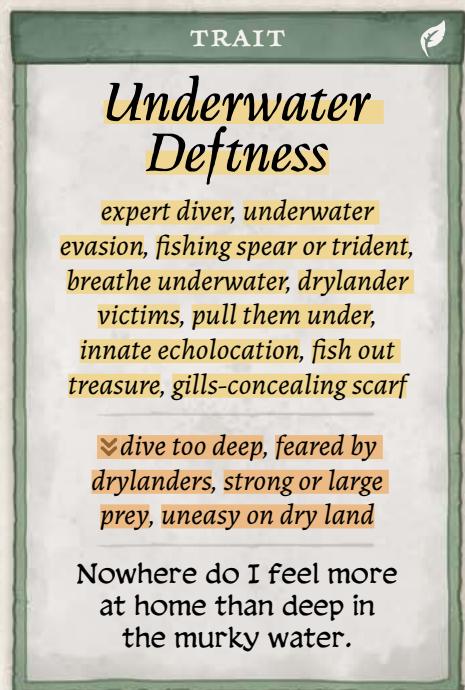
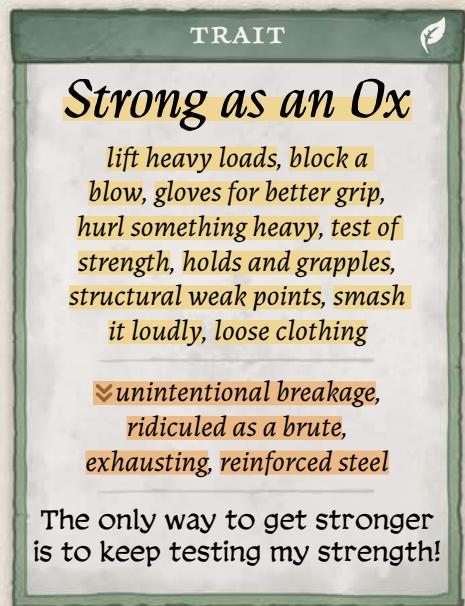
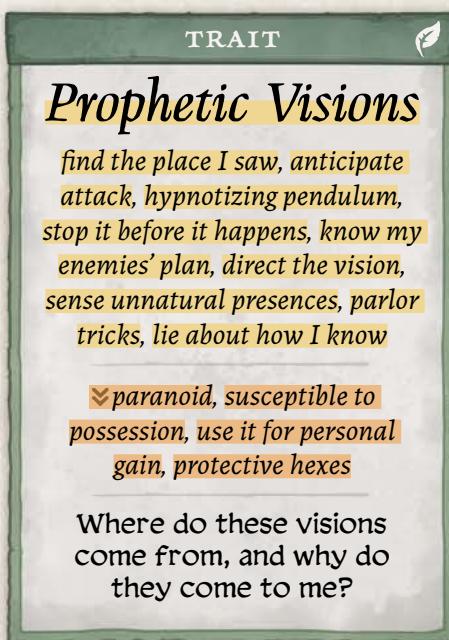
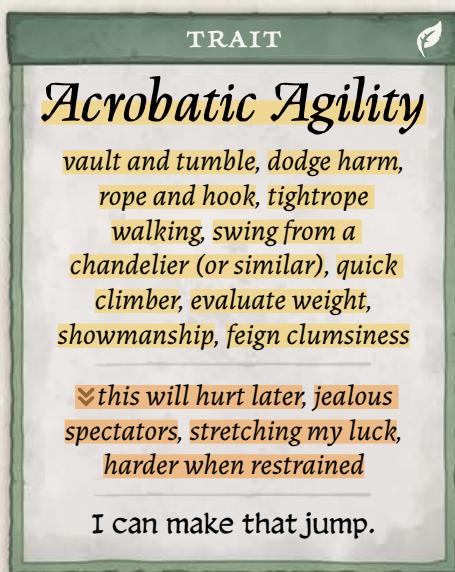
Quest Ideas

- A belief you developed through trusting and using your Trait.
- A behaviour you adopted to emphasize or to downplay your Trait.
- A goal relating to understanding the source of your power or growing your abilities.

Special Improvements

- Innate Sense:** Once per session, you can ask the Narrator for one important detail that you can intuit thanks to your Trait.
- Made for This:** Choose a hindering status that your Trait helps you overcome. Once per scene, you may ignore this status when you act.
- Moment to Shine:** Once per session, when you act using tags from this theme, you may ignore being Imperiled, or treat being Extremely Imperiled as being Imperiled.
- Pull Through:** Once per session, when you roll with tags from this theme, you may ignore any negative physical or emotional status of tier 3 or lower.
- Wild Blood:** Your Trait manifests in unusual ways. Choose and gain a Special Improvement from the Uncanny Being themebook.

Theme Kits



Duty

OATH * GRAND OR DAUNTING QUEST * UNDERTAKING * RESPONSIBILITY

You have undertaken a task or committed yourself to an ideal with an earnestness that most cannot muster. You might have stepped up to this challenge or had it thrust upon you – either way, it is now yours. Before you lies a difficult task, a path rife with tribulations, or the heavy burden of responsibility, and you must steel yourself if you are to accomplish what you set out to achieve. Luckily, such an undertaking often means you have the backing of an organization, a person of interest, a faction, or even a deity who may believe in your cause or stand to gain from your success.

- What set you on this course, and what keeps you on it?
- Who supports you in the fulfillment of your duty?
- Who holds you accountable to your duty?
- What have you given up to gain and keep this level of responsibility?

Power Tag Questions

- A What is the task, goal, or ideal you have taken on so dutifully?
- B What quality of character is crucial in taking up this Duty?
- C How do you proclaim your Duty or convince others of its importance?
- D Who or what is at your beck and call thanks to your commitment?
- E What useful resource or tool is needed for the fulfillment of this Duty?
- F What legal or social privileges or exceptions apply to you?
- G What are the arms, armor, or trappings of your Duty?
- H Where do you patrol, hold office, or carry your Duties?
- I How do you interact favorably with the patron(s) of this Duty?
- J What keeps you on the right track when you despair or falter?

Weakness Tag Questions

- A Who or what opposes you on this task?
- B What personal failing sets you back on the path to fulfill your Duty?
- C Who is your rival or challenger for this responsibility?
- D What negative emotion does your Duty bring up?

Quest Ideas

- The oath you have taken or the belief that drives you.
- The manner in which you conduct yourself in order to maintain your Duty.
- A decree or quest you've been given by a higher authority.

Special Improvements

- Dutiful Anticipation:** Once per scene, you may ask the Narrator to reveal the closest or next danger standing in your way to fulfilling your Quest. The Narrator will point you at a danger you can perceive or provide a vague clue if you cannot.
- Grim Determination:** Once per session, when you act to advance this theme's Quest and suffer Consequences, you may gain *determined*-2 before your reaction.
- Painful Lessons:** Once per session, when you act using tags from this theme and suffer Consequences, you may mark Improve on this theme.
- Driven by Shame:** Once per scene, when you act using tags from this theme, you may add Power to your roll equal to Abandon currently marked on this theme.
- Unstoppable:** Once per scene, when you take an action to pursue this theme's Quest using tags from this theme and get both a Success and Consequences, you may choose not to take the Consequences.

Theme Kits

DUTY

A Light Against the Dark

a beacon of hope, abjure evildoers, rally the people, summon the sacred fire, circumvent the laws of evil, shining attire, familiar with the darklands, pray for help from beyond, repel malign influence

▼ betrayal, personal gain, those who are losing faith, despair takes root

Hold high the sacred fire so that the darkness is repelled.

DUTY

Contract Work

practical, negotiate a fee, stipend for provisions, maps, plans, and schematics, neutral until hired, wear appropriate protection, marketplace familiarity, reassure an employer, dogged determination

▼ unexpected obstacles to the plan, too old for this, competition, resent my employer

Take the coin and do the work; never one without the other.

DUTY

Oath of Allegiance

trust in my liege, proclaim a decree, command over subjects, a healthy dose of privilege, free lodging, windborne banner, roam the realm, plea to my liege, reassert my righteous claim

▼ enemies of my liege, demand the highest standards, a rival courtier, begrudge my liege's decision

So it was decreed by our Magnificent Liege, and so it shall be!

DUTY

Postal Courier

swift and spry, "Coming through!", fresh horse, weapon for protection (choose), unhindered passage, postal uniform, the roads are my home, demand the customary fee, tireless

▼ they do kill the messenger, prone to distraction, mail interceptors, boring job

"Climb every mountain, cross every river, this urgent word I safely shall deliver."

DUTY

Protect the Land

love for all living things, frighten invaders, call upon the beasts, nourishment from the land, unharmed by beasts, shillelagh (cudgel), familiar terrain, commune with nature, regrow deforested tracts

▼ malign forces, lacks cunning, wrathful nature spirits, taken by sadness

I am the Watcher of this land - revere it, or turn back.

DUTY

Yearns for Revenge

good memory, announce your grudges, seething fury, others who feel scorned, no pretense of sanity, weapon of murder (choose), my enemy's house, invoke goddess of vengeance, start from square one

▼ I am expected, weak in comparison, another would-be avenger, constant frustration

I can never rest, not until justice is met.



Influence

KEY POSITION * AUTHORITY OVER OTHERS * CONTACTS & AGENTS * PERSONAL POWER

You are an individual of considerable import, whether publicly or behind the scenes, and as such you command a degree of power and influence. This could be owing to your impressive presence or winning character, but it just as well could be a result of years of scheming, making the right connections, or influencing others in unsavory or even unnatural ways.

- What is the nature of the influence you possess?
- Do others follow you willingly or begrudgingly?
- What did you have to undertake or sacrifice to get to this position?
- How far are you willing to go to keep your power?

Power Tag Questions

- A** What gives you power and Influence over others?
- B** What is the most common task or service people do for you?
- C** Who are your followers, servants, foot soldiers, or agents?
- D** What is the most potent way in which you exert Influence?
- E** In what domain is your Influence the strongest?
- F** What assets or benefits have you gained thanks to your Influence?
- G** Who is the most susceptible to your Influence?
- H** How do you grow the reach of your Influence?
- I** How do you dismantle others' resistance?
- J** How do you protect yourself from others' influence?

Weakness Tag Questions

- A** Who resists, ignores, or is immune to your Influence?
- B** What do you do that undermines your own power?
- C** Who does your Influence cause you to clash with?
- D** What lies outside of your sphere of Influence?

Quest Ideas

- The reason or motivation for which you've accumulated all this Influence.
- The attitude or worldview that allowed you to gain power or maintain it.
- A standard of power you measure yourself by.
- A decree or quest you've been given by a higher authority.

Special Improvements

- Follow Me!**: Once per session, when you roll to recruit, muster, or rally someone under your Influence and Succeed, you may create multiple single-use story tags (page 165) for 1 Power each.
- Friends Everywhere**: When you enter a settlement for the first time, you gain a *useful contact* there. You may name them and define their relationship with you at the Narrator's discretion.
- Long Reach**: Once per session, you can have a representative of your Influence be present anywhere they could conceivably be, and then take action as that character using tags from this theme.
- Overextend**: Whenever you roll with tags from this theme and suffer a status as a Consequence, you may increase the tier of that status by 1 and gain 2 more Power to spend on Effects.
- Read Between the Lines**: Whenever you roll a reaction using tags from this theme to lessen a social or influence-related Consequence, you receive one valuable detail about the source of the Consequence.

Theme Kits

INFLUENCE

Adored

fight for me, suitors and fans, let them bask in my light, talk of the town, shower me with gifts, carnal attraction, token of my love, seduction, high opinion of myself

▼ *those not seeking affection, someone I fancy, scorned ex-lovers, those blinded by hatred*

I need EVERYONE to love me.

INFLUENCE

Conspirator

furtive shenanigans, spies and agents, pull their strings, the courts of power, secret weapon stashes, corruptible persons, initiate co-conspirators, find leverage, nod and smile

▼ *the noble-minded, past indiscretions, rival conspiracy, magical divination*

"A spider in the dark does bite, yet promptly perishes in the light."

INFLUENCE

Dockmaster

collect fees and tariffs, dockhands, "unfortunate" bureaucracy, mercantile affairs, seized goods, ships & vessels, renown across the sea, organize a blockade, bribe officials

▼ *the clergy, greedy, guild of caravaneers, jurisdiction ends beyond the bay*

Nothing comes in or out of this port without me knowing about it!

INFLUENCE

{Deity}'s Favored Cleric

grant a blessing, ceremonial attendants, blast the sacrilege, deity's domain (choose), vestments, address believers, appeasing words, perform a miracle, shielding halo

▼ *heathens, act against scripture, followers of the anathema, celestial matters beyond me*

One day, mistress, I wish to become your most faithful servant.

INFLUENCE

Folk Hero

supply provisions, trail of young followers, recount a heroic tale, farms and hamlets, welcome to stay, stoke dreams of glory, personal bard, friendly jests, humble and honest

▼ *condescending lords, embarrass myself, a better hero than me, court intrigue*

These people look to me to give them hope, and so I shall.

INFLUENCE

Respected Leader

coordinated effort, foot soldiers, assertive command, my jurisdiction, well-trained bodyguards, the downtrodden, recruitment efforts, quash insubordination, aloof and distant

▼ *I have no authority here, mistreat followers, orders from higher up, supernatural terror*

Our one and only goal is finally within reach. Let us conquer it!

Adventure Themebook

Knowledge

LORE * HIDDEN OR SECRET KNOWLEDGE * MYSTICAL INSIGHT

You possess knowledge that is beyond what is known and commonplace and which grants you a deeper understanding of the world. You may be innately attuned to deeper understanding, the last in a line of keepers who pass on their sacred songs, or an inquisitive or scholarly mind who has amassed a body of knowledge through experience or studies. Perhaps it was passed down to you in a dusty tome or perhaps you see it written in the stars above.

- What is it that you know that most people do not?
- How did you come across this knowledge?
- How did discovering this knowledge change you and your perception of the world?
- Who else seeks this knowledge? Do they know you have it?

Power Tag Questions

- A What special Knowledge do you possess?
- B What subject do you specialize in within your body of Knowledge?
- C What can be understood, analyzed, or explained with your Knowledge?
- D What is a practical application of your Knowledge?
- E What advantage do you have over those lacking your Knowledge?
- F How do you protect, store, or preserve your Knowledge?
- G What have you learned that is adjacent to your Knowledge?
- H What do you always carry with you, because of what you know?
- I What is your method of collection, discovery, or research?
- J What is a new frontier of Knowledge you are beginning to explore?

Weakness Tag Questions

- A What are the biggest holes in your body of Knowledge?
- B What is beyond fathom, obscured, or confusing to you?
- C Who seeks to steal, take, or deny this Knowledge from you?
- D What hurdles stand in your way when you attempt to apply your Knowledge?

Quest Ideas

- A desire to discover more and deepen your Knowledge.
- A warning about this Knowledge, why it must be kept secret, or preserved.
- The impetus that drove you to learn all that you did.

Special Improvements

- A Known Expert:** People seek your advice. Once per session, you may gain an audience with any NPC interested in your Knowledge (Narrator's call), without rolling, or remove from them up to 3 status tiers representing hostility or resistance.
- Always Thinking:** You're used to contemplating while doing other things. When you camp or sojourn, you may take an action in the third period using only tags from this theme without automatically suffering Consequences (if you choose to roll, you may still suffer Consequences).
- Applied Expertise:** Once per session, when you spend Power to discover a valuable detail after rolling with tags from this theme, you may gain a free story tag representing a practical application of your discovery.
- Inventive Stroke:** Whenever you invoke this theme's title tag while applying your Knowledge to a practical task in a way you never have before, you get 2 Power from the tag instead of 1.
- Flashes of Insight:** Whenever you encounter for the first time a place, object, creature or phenomenon that your Knowledge applies to, you may ask the Narrator to give you one valuable detail about it.

Theme Kits

KNOWLEDGE ✪

Denizens of the Unseen

possessive spirits, identify an unseen visitor, repel an apparition, know when to run, secretive, goblins and boggarts, protective charm, seance, eldritch gods

▼ ancient spirits, spirit is hiding, amateurs, knowing offers no defense

Find the right one to whom I shall pass this lore, lest it be lost or misused.

KNOWLEDGE ✪

Knows Every Province

hamlets and towns, chart the best route, anticipate journey hurdles, versed in many cultures, draw annotated maps, expert packer, wide-brimmed hat, survey the land, the far wilds

▼ war and battlefields, caves and the underground, rival cartographer, rapidly changing geography

I am working on an atlas of the world...

KNOWLEDGE ✪

Stargazer

astrological charts, infer place and time, navigate by the stars, counter celestial influence, speak in riddles, seasons and cycles, brass astrolabe, clear nights, the stars reflect the gods

▼ shattered moon, comets and their meaning, coveted by greedy mystics, daytime and cloud cover

Ominous is the night's sky of late. Yet to avoid doom, I must disentangle its secrets.

KNOWLEDGE ✪

Tales of the Ancients

Heroes of Gwyrdolin, identify ruins, mesmerise listeners, source of inspiration, song memorization, language of the ancients, torch and oil, trade tales and relics, visions of a past life

▼ the War of Thaumaturges, lost dialect, treasure hunters, just an old story

If I could remember it all, maybe I'd remember my part in it...

KNOWLEDGE ✪

Expert Appraiser

appraise craftsmanship, identify origin, haggling, recognize hidden markings, ciphered ledger, find specific item, a heavy purse of silver, frequenter of markets, visions of past owners

▼ unfamiliar make, enchanted items, disgruntled charlatans, harder from afar

I collect only the finest wares and so I must know fine from common.

KNOWLEDGE ✪

Monster Lore

ghouls and corpse-eaters, accurate classification, know its weakness, know its natural weapons, thick skull, monster part alchemy, iron chains, kill it first, demons

▼ rare subspecies, can't get a good look, intelligent monsters, need a flesh sample

If you want to survive out here, you need to know your creatures.

Prodigious Ability

RARE GIFT * REMARKABLE PROFICIENCY OR CAPABILITY * ASTOUNDING FEATS

With enough practice and raw talent, the line between natural ability and learned methods blurs until only excellence remains. You are a most skillful and capable exemplar of your art or ability, showing a rare measure of proficiency and style. Feats that seem impossible to beginners are routine exercises for you, and you are equipped to overcome the hardest challenges of your profession or pursuit. Your ability is a source of admiration and envy, and you are widely considered to be one of the best in the region, whether because you publicly shame the competition or thanks to circulating legends of your deeds.

- What responsibility do you feel as to how to use your abilities?
- When faced with a problem that seemingly cannot be solved with your ability, how do you act?
- Are you proud of your hard-earned skills, or angry that you were forced to learn what you wish you didn't have to?
- Are you dismissive of people beneath your level of expertise?

Power Tag Questions

- A What do you call someone who has your Prodigious Ability?
- B What is a secondary skill or characteristic of this ability?
- C What incredible technique or stunt can you pull off?
- D How can you use your ability to impress and amaze?
- E What emotion unleashes your potential?
- F What is the chief tool you use when practicing your ability?
- G How do you prevent failure or regain the advantage with your ability?
- H What signature move or unique slant did you add to your repertoire?
- I What do you know, sense, or discern that a beginner wouldn't?
- J What nearly (or truly) miraculous thing can you accomplish?

Weakness Tag Questions

- A What is a flaw or weakness of your ability you are still refining?
- B What bad habits or behaviors have you developed due to your ability?
- C Under what conditions is your ability less effective, even with your proficiency?
- D Who resents or harasses you because of your ability?

Quest Ideas

- What you must do to stay the best.
- Your perspective about the responsibility or burdens that come with your level of talent.
- A lofty goal you have undertaken, due to your standing as a skillful exemplar.

Special Improvements

- Improved Counter:** When you react to lessen a Consequence with tags from this theme and roll a total of 10 or higher, you may, in addition to any other benefit, keep the spotlight to counterattack and may double dip tags already used in this spotlight.
- Create An Opening:** Once per session, when you use tags from this theme and Succeed, you may create a free tier-2 status representing an opportunity you create for an ally through your action.
- Discerning Eye:** Once per session, when you have time and access to observe someone's action or work, you may learn three valuable details about them through your Ability.
- Masterpiece:** With the necessary time and resources, you can create a grand work (art, text, tool, weapon, etc.). Gain a story theme (3 positive tags, 1 negative tag) and mark a Milestone.
- Practiced Maneuver:** Describe a maneuver you perform regularly. Once per session, when you perform it with tags from this theme and get only Consequences, you may Succeed as well.

Theme Kits

PRODIGIOUS ABILITY 

Enthralling Entertainer

lull them to sleep, prestidigitation, musical solo, penchant for drama, fill up the stage, crowd pleaser, subversive messages, tell truth from fiction, evoke incredibly vivid imagery

✗ rough transitions, sucker for flattery, hostile audience, butt of my satire

To win the bardic recitation at the castle - that would be something!

PRODIGIOUS ABILITY 

Excellent Cook

perfectly hosted meal, braised pork to die for, tantalizing smells, cooking for loved ones, sharpened cleaver, no fighting at the table!, delicious cream puffs, discern ingredients, a meal that can heal

✗ takes a long time, can't resist a taste, rotten ingredients, self-inviting neighbors

Every meal is an opportunity to delight.

PRODIGIOUS ABILITY 

Formidable Weaponmaster

weapon maintenance, pierce defenses, brandish weapon, poised focus, well-crafted weapon (choose), perfect parry or deflect, precision strike, study fighting style, blind fighting

✗ exposed flank, has a tell, overrun with enemies, vindictive vanquished foes

Once drawn, a weapon may only be sheathed again after it tasted blood.

PRODIGIOUS ABILITY 

Gifted Physician

field surgeon, flush stomach, instant pain relief, values every life, surgeon blade, revive patient, quick double stitches, diagnose malady, acupuncture and pressure points

✗ illnesses of the blood, curt and detached, dirty environment, violent patient

Every patient saved is a merit, and every patient lost is a disgrace.

Professional Burglar

skulk and sneak, bare hand wall-climbing, vaulting acrobatics, gutsy, lock picking tools, hide in plain sight, utterly without a sound, check for traps, sorcery dispelling sign

✗ leaves a mark, takes undue risks, no cover, past victims

This one is going to be the last job, I guarantee it!

Seasoned Trader

appraisal, drive prices down, call a bluff, competitive, brimming coffers, mitigate losses, elegant counter offer, sense why they want to sell, know their price

✗ too greedy, loose tongue, unfamiliar culture, they feel cheated

I shall soon be the kingdom's richest merchant.

ITEM OF MAGICAL OR SPIRITUAL POWER * STRANGE HEIRLOOM * ADVANCED ARTIFACT

You possess an item of power or a mysterious artifact, which changed your life. Its enchanted nature cannot be denied – at least not by you – and its power guides or influences your decisions and actions. It might be a source of arcane power, a container for a spirit, or a relic of a bygone age. Whether you deserve, need, or are capable of controlling this power might not be important. You already have it. What you'll do and where it'll take you are the real questions.

- What does your relic look like? What kind of item is it?
- Was your relic a gift, an heirloom, a chance discovery?
- How obvious is its magic and how far-reaching are its effects?
- Does it have a will of its own? Is it opinionated? Is it cursed?

Power Tag Questions

- A** What powerful or mysterious item do you possess?
- B** What is its most potent power or ability?
- C** What is another aspect or part of its magic?
- D** What do you feel when you hold, wear, or use it?
- E** When does your Relic come to life or becomes stronger?
- F** What skill is required to best handle the Relic?
- G** Who or what was your Relic made to affect the most?
- H** What is revealed to you through the use of your Relic?
- I** What is a secret feature of the Relic that no one else knows about?
- J** What does your Relic unlock or unleash?

Weakness Tag Questions

- A** What is the most troublesome shortcoming of your Relic?
- B** What can interfere with the powers of your Relic?
- C** What can damage or destroy your Relic?
- D** What has changed in you for the worse because of your Relic?

Quest Ideas

- A task you must accomplish related to your Relic, such as to keep it working.
- A vision or destiny the item pushes you towards or even requires you to fulfill.
- A responsibility that comes with this item's power, or a behavior it enables.

Special Improvements

- Eternal Bond:** You can scratch a power tag from this theme to immediately retrieve your Relic from anywhere in the world. You can mark Abandon on this theme to immediately remove all statuses from your Relic or reform it.
- Momentary Bearer:** Once per session, you can let another player use power tags from this theme, provided they can access and use your Relic for their action.
- Reckless Discharge:** Once per session, when you act using tags from this theme, you may treat the theme as if it was one level of Might higher than it is. Mark Abandon on this theme.
- Sentinel:** Choose a tier-2 status that describes how your Relic protects you, such as *watchful-2*, *parrying-2*, *warded-2*, or *cover-2*. You may gain it once per session, when you are in imminent danger.
- Signature Move:** Choose a power tag from this theme and an appropriate tier-2 status that you can give using this tag. Once per session, when you use this tag in an action and Succeed, you may give this status in addition to (and after applying) the normal outcome.

Theme Kits

RELIC

Bag of Enchanted Dust

make it invisible, make it "magical", inspire wonderment, absorb starlight, send it on the wind, innocents and fey, expose illusions, allows me to fly, open a fairy ring portal

▼ *blows in every which way, twisted or foul magic, running out, often daydreams*

Sprinkle a handful of magic into every somber situation.

RELIC

Cauldron of Conjunction

conjure useful objects, swallow something unwanted, artistic flair, feed it with life force, vigorous stirring, summon someone specific, scry a distant place, difficult to dispel, conjure monsters

▼ *bulky, warded boundaries, conjurations slowly evaporate, increasingly lazy*

The more life I feed my cauldron, the more life I can conjure!

RELIC

Giant's Gauntlet

thundering punch, lift with giant's strength, feel invincible, stronger with a roar, take it on the chin, the big ones fall first, see far over land, giant leap, grow into a giant

▼ *doesn't last long, easily slips off, tight spaces, much-disliked bully*

The glove guides me to the kingdom of giants, where I will live as one of them!

RELIC

Heirloom Longsword

mastercrafted weapon, parry anything, symbol of my lineage, magic restored in pond water, swordsmanship, slayer of fiends, vibrate near danger, crackling with destructive force, fulfill my destiny

▼ *known far and wide, betraying my heritage, innocent blood, dark legacy of my lineage*

With this One True Sword, I will destroy the Lords of Maleficence.

RELIC

Magic Seeds

grow gnarly vines, grow a thicket, sense all green life, ample water and nutrients, green thumbed, entangle and constrict, ask plants to move, speak to plants, unbridled growth

▼ *leaves a mess, lack of soil or water, susceptible to fire, quiet and pensive*

If we could get a whole bag of these seeds, we could grow back Foxhollow Forest!

RELIC

Staff of Spellbinding

make a spell endure, break enchantment, sense nearby enchantments, absorb enchantment, versed in the mystic arts, better if I know the spell, reveal who cast it, reverse a spell, font of magical power

▼ *weaker with one hand, unfamiliar magic, absorbed too much, condescends over other mages*

Become a master over all magic.



Uncanny Being

**SUPERNATURAL CREATURE OR SPECIES *
CURSED OR TRANSFORMED PERSON * SPIRIT OR
GODLING**

You are a supernatural creature or entity, born out of magic or belonging to a realm beyond the mundane. As such, you possess abilities that exceed those of human beings but you are also bound by your own limitations, owing to your anatomy, essence, and nature. Perhaps you are a spirit manifested from the otherworld or sent from a celestial realm, a twisted monster begotten through dark sorcery, or a lingering soul of the deceased.

- What powers and limitations are innate to your being?
- Were you born, created, cursed, or transformed into your uncanny existence?
- How similar is your appearance to that of a human? Can anyone tell you're not human at a glance?
- Do you wish to become something else?

Power Tag Questions

- A** What manner of fantastical being are you?
- B** What can you do that a human never could?
- C** What other magic or supernatural ability do you possess?
- D** What unusual shape, feature, or trait do you have or can assume?
- E** What do you know or sense that mundane beings cannot?
- F** How do you gain sustenance, draw strength, or recover?
- G** What aura, miasma, or other unique essence do you possess or exude?
- H** What is your natural or preferred habitat, territory, or range?
- I** Who or what is a common ally or prey to creatures such as you?
- J** How does your kind interact with mortal and mundane beings?

Weakness Tag Questions

- A** What repels or harms your kind?
- B** How can mortal creatures bind or manipulate you?
- C** What is a shortcoming of your physical or magical nature?
- D** Who hunts or antagonizes you?

Quest Ideas

- An attitude toward human beings with whom you have a history.
- An aspiration to understand where you came from, your place, or your destiny.
- A necessity or proclivity of your kind, such as carousing, drinking blood, or gathering magical power.

Special Improvements

- Expressive Form:** Choose a status that describes your form such as *terrifying-2*, *eerie-2*, or *welcoming-2*. You may gain it at any point once per session.
- Repel Witchery:** You are unusually resistant to magic. Once per scene, when you react to lessen magical Consequences with tags from this theme and roll 6 or less, you may still spend your Power to lessen the Effects.
- Self Discovery:** Once per session, when you discover a new detail about your origin, your qualities, or your abilities, mark Improve on this theme.
- Shifting Form:** Once per session, you may replace one of this theme's power tags (except the theme tag) with a new tag that represents a change in your natural abilities and qualities.
- Strive to Belong:** You follow the example of your more earthly companions. Once per session, when you watch another Hero perform a mundane action, you may gain a story tag describing your imitation or understanding them.

Theme Kits

UNCANNY BEING 

Disembodied Spirit

vanish from sight, possess a body, terrifying apparition, see into another realm, absorb feelings, bestow my life force, protect my dwelling place, summon other spirits, whisper in their minds

↙wards of protection, lost and confused, cannot touch, exorcists

I must banish those who invade my dwelling place.

UNCANNY BEING 

Hellspawn

immune to fire, resistant to magic, leathery wings, sense desire, feed off others' violence, choking cloud of brimstone, The Frozen Inferno, naive humans, stoke temptation

↙hallowed ground, bound by a deal, easily banished, rival corruptors

Find someone to take my place in hell.

UNCANNY BEING 

Little Hob

magically transport items, animate tools, tiny and quick, sense danger to home, empowered by gratitude, ambience of safety, hearth and home, household animals, secret helper

↙too far from home, dislikes being caged, too small, ungrateful residents

As long as I get no thanks around here, you can forget about my help!

UNCANNY BEING 

One of the Fair Folk

undying, skilled at enchantment, otherworldly beauty, intuit fates, immune to sickness or exhaustion, enduring spirit, the Otherworld, muster the Shining Host, evoke heroism

↙cold iron, fall for human heroes, answers to a fairy liege, corrupted Fair Folk

Our realm needs a true hero, and I've been tasked to find them.

UNCANNY BEING 

Revenant

ferocious terror, unnatural speed, turn into ravens, taste life in the air, drain victim's blood, paralyzing sense of doom, stronger at night, prey on lone travelers, pretend to be alive

↙silver weapons, cannot cross running water, stench of death, holier-than-thou heroes

I've come back for justice and won't leave until I get it.

UNCANNY BEING 

Troll

stonelike skin, immense strength, giant body, sharp sense of smell, regenerate in stone form, magical blood, hill-dweller, dwarf friends, scare humans away

↙avoids sunlight, dimwitted, clumsy, poachers

Protect friend. Smash enemy!



Destiny

PROPHECY * PREDETERMINED PATH * GROOMED FOR A ROLE * KNOWN FINAL DESTINATION

Fate, the gods, or some unknown force – profound, sinister, or uncaring – has determined that you shall play an important role in the history of this world. This destiny seems to guide your path and bend to its will every occurrence and happenstance in your journey, trying to make you learn the right lessons, gather the right allies, and end up in the right place at the right time. It is all-pervasive – and yet you believe you still have the final choice.

- Why were you chosen and what for?
- How did you learn of your destiny (if at all)?
- How does your destiny manifest in your daily life?
- What stands in your way to fulfill your destiny?

Power Tag Questions

- A What Destiny will you fulfill?
- B How does fate help you out when you are in danger?
- C What useful resource has Destiny provided you with?
- D Who believes in your Destiny and will do anything to help fulfill it?
- E What quality is the reason you were chosen for this fate?
- F How has your fate made your life much easier than that of others?
- G What useful possession of yours seems tied to your fate?
- H What signs, advice, intuition, or prophecy helps guide you?
- I What do you need most to fulfill your Destiny?
- J How does fate abruptly alter reality to keep you on your path?

Weakness Tag Questions

- A Who is determined to thwart your Destiny?
- B What essential piece are you missing to fulfill your Destiny?
- C What problem are you destined to face at every turn?
- D How has your Destiny gone to your head?

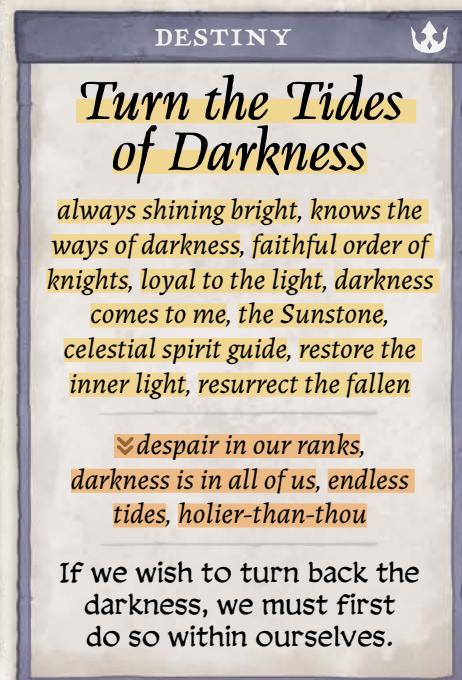
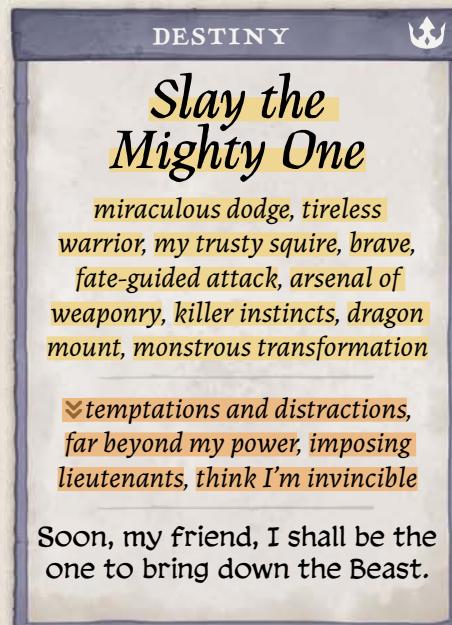
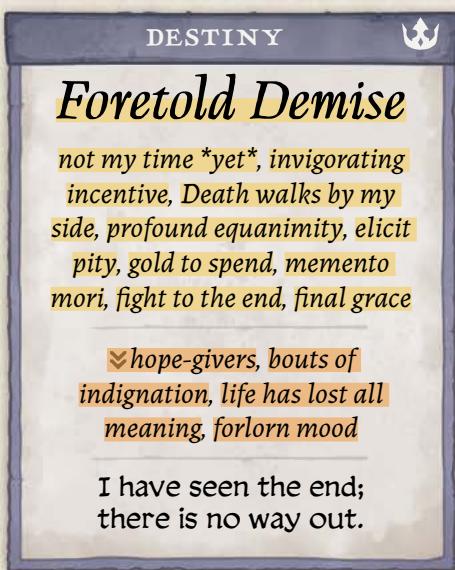
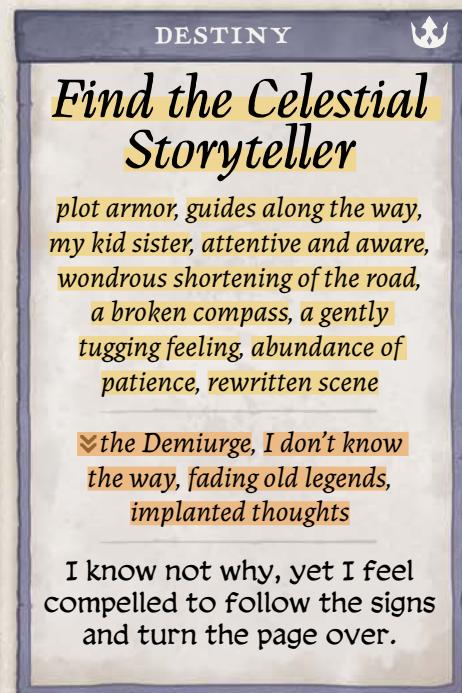
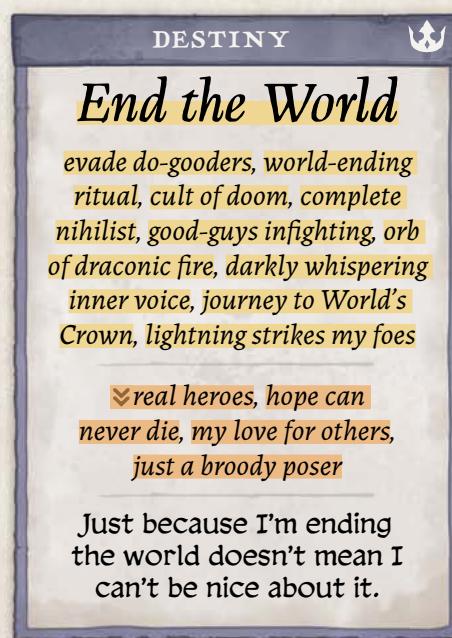
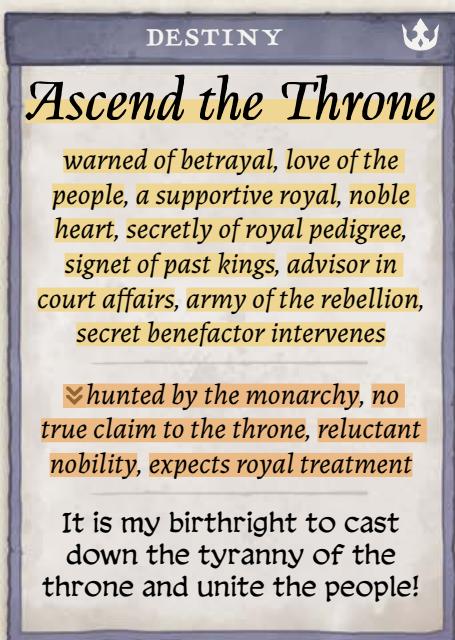
Quest Ideas

- The ultimate goal you are destined to fulfill.
- A compulsion you feel to follow certain signs, omens, intuitions, or instructions.
- A strong conviction on how to conduct yourself honorably in spite of your fate.

Special Improvements

- As Foretold:** Once per session, you may declare an action by you or another Hero as pivotal in the fulfillment of your Destiny. Count Power normally and, instead of rolling, treat the result as a Success with Consequences.
- Meet It Head-On:** Once per session, when you act against something preventing you from fulfilling your Destiny, you first gain a story tag or a tier-2 status that represents your readiness.
- Not How It Ends:** Once per session, when you take Consequences that would hinder you on the way to your Destiny (*despaired*, *tired*, *cursed*, etc.), you may avoid these Consequences completely.
- Reincarnation:** When your Destiny finally manifests, you may remove any harmful status on you, including tier-6 statuses. This theme evolves, and you can replace any number of your other themes. You gain Promise as usual for all themes.
- Pull of Destiny:** Once per session, you may ask the Narrator what the best way to pursue your Destiny is, and get one valuable detail.

Theme Kits





Dominion

LAND OR KINGDOM * AUTHORITY OVER A PEOPLE, AN ORGANIZATION, OR A PART OF SOCIETY

You are an overlord, ruling over a land or leading a people, a nation, or a vast organization. The weight of this responsibility is heavy and your days are troubled by many grave concerns, but those who bear it can affect great changes in the world. Perhaps you have been chosen, ordained, or elected, or perhaps you seized your place by force. Wherever the case, you now contend with threats to your throne and to your territory.

- What do you rule over and how did you achieve this position?
- What power do you wield through your position and what are its limits?
- Who can you trust and who do you fear from within your immediate circle?
- Where do you stand between playing intrigue and staying true to yourself?

Power Tag Questions

- A** State your title, or what you rule over.
- B** What is the most common or useful use of your authority?
- C** Who is your closest confidant, advisor, or servant?
- D** What underlings serve you in droves?
- E** What valuable resources does your Dominion produce regularly?
- F** What special quality or circumstance serves you as a ruler?
- G** Where or when is your Dominion at its strongest?
- H** What group within your Dominion supports you most?
- I** What ways have you devised to hold on to your power?
- J** What is your favored tactic or strategy during conflict?

Weakness Tag Questions

- A** Who seeks to usurp your power or dethrone you?
- B** What problem plagues your Dominion?
- C** What personal flaw have you become known for?
- D** What dark secret do you hide?

Quest Ideas

- Your oath or primary charge as a holder of such a high station.
- The goal you've decided on as what you'd like to accomplish with all your power.
- The activity you must engage in so that you might hold onto or expand your power.

Special Improvements

- Embodiment of the Realm:** You are connected to your Dominion in more than title. Any status on your Dominion is considered to apply to you as well, and any status on you is considered to apply to your Dominion.
- Good Help Is Hard to Find:** Name an advisor, craftsman, or assistant NPC that comes with your position. Once per session, you may gain a story tag they produce for you.
- My Word Is Absolute:** Once per session, you may gain a story tag representing a decree you have made in your Dominion (expiring any previous tag created this way). While it exists, it holds true throughout your Dominion, although it can be scratched.
- Regalia:** Choose a physical symbol of your position. Once per scene, when you wear, wield, or are in the presence of this symbol, you may gain *majestic-2*.
- Untarnished Glory:** Once per session, you may remove 2 tiers of a negative status on your Dominion or recover a scratched tag in this theme.

Theme Kits

DOMINION 

Archmage of the Order

lead an arcane ritual, legendary bodyguard, mages of the realm, enchanted items, profoundly wise, the Tower of Arcane Learning, popular with rural mages, strip a mage of magic, delay and confuse

▼feared by the royal house, forbidden sorcery, too lenient, pact with a demon

We must train new mages to replace those lost to war and evil.

DOMINION 

Monarch

issue a royal decree, personal advisor, army of the realm, cheap labor, established royal lineage, the capital city, support of the knight caste, Master of Spies, quash the opposition

▼whispers of a rebellion, local banditry, lecherous, illegitimate heir

All who speak against the crown shall be hung or exiled.

DOMINION 

Insidious Cult Overlord

underhanded maneuvers, charismatic emissary, cultists in every village, illicit substance trafficking, unknown true identity, catch them unawares, loyalist public figures, impenetrable guise of shadows, shock tactics

▼always a new upstart, hunted relentlessly, addicted to own substance, the cult is a lie

The Night Snake must touch every home before we can reveal ourselves.

DOMINION 

Otherworldly Realm

defend against mortals, wise spirit for a spouse, celestial denizens, Essence of Dreams, blessed with foresight, Circles of Power, friendly mortals, command over the Veil, vanish into thin air

▼past visitors, shrinking territories, slow to act, trading with humans

The Twilight Lands must remain hidden, or risk their fall.

DOMINION 

Merchant Guildmaster

mobilize funds, personal banker, merchants and peddlers, precious commodity, sniff out deception, profit from war, affluent citizens, casual bribery, hostile takeover

▼troublesome council, unsafe trade routes, never content, murderer

The Guild is built on profit! Where there is no profit, there is no Guild.

DOMINION 

Terror of the Land

“Flee, mortals!”; one mortal friend, beasts of the land, ample nourishment, ruthless, my lair, mortals who wish to appease, fear-striking legends, sudden attack

▼fearless heroes, plague, overconfident, a secret weakness

I am what they fear most.

Mastery

BEST IN THE REALM * PREEMINENCE IN YOUR FIELD * WORLD-CHANGING INGENUITY

You have perfected your art or vocation to the apogee of aptitude and beyond, crossing over to the realm of legend and eternal fame. Your pioneering proficiency can change the world forever, either by creating a miraculous artifact, shaping the political map, or battling the greatest forces. Every apprentice and initiate of the trade in the realm knows your name and can only dream of even remotely approaching your level.

- Do you pass down your knowledge or keep it to yourself?
- What is your ultimate masterpiece or breakthrough?
- Who is most affected by your work, and how?
- What is your signature or maker's mark, recognized by all?

Power Tag Questions

- A** What skill, ability, or field have you come to Master?
- B** What supplementary skills have you become equally proficient at?
- C** What can you do that no other practitioner can?
- D** How can your Mastery change the world?
- E** What specially-made tools or expert assistants are at your disposal?
- F** What is the name of your legendary workshop, library, forge, or the like?
- G** What can you do with incredible effectiveness, speed, or magnitude?
- H** What is your most well-practiced technique or best-studied subject?
- I** What awe-striking feat can you perform at your whim?
- J** What special privileges or material benefits come with your Mastery?

Weakness Tag Questions

- A** What are the inherent repercussions of practicing at your level?
- B** How has your Mastery affected your disposition or lifestyle for the worse?
- C** What do you ignore, because you no longer notice such trivial things?
- D** Who feels jealous of your Mastery?

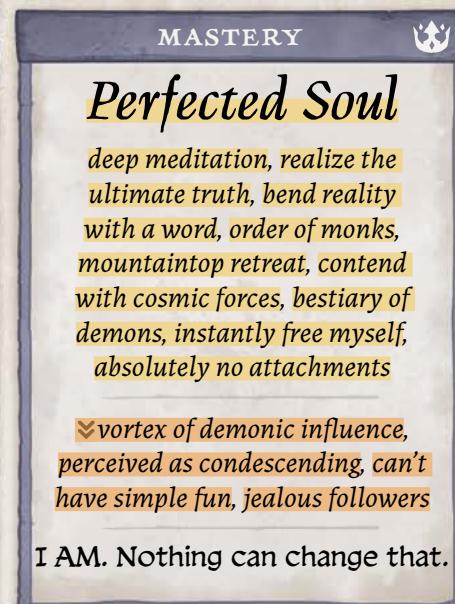
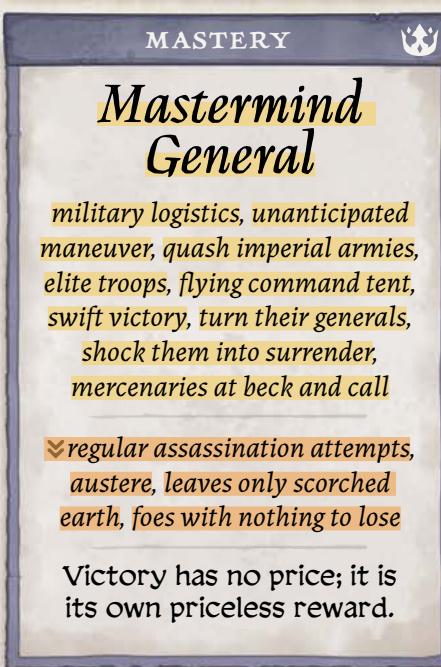
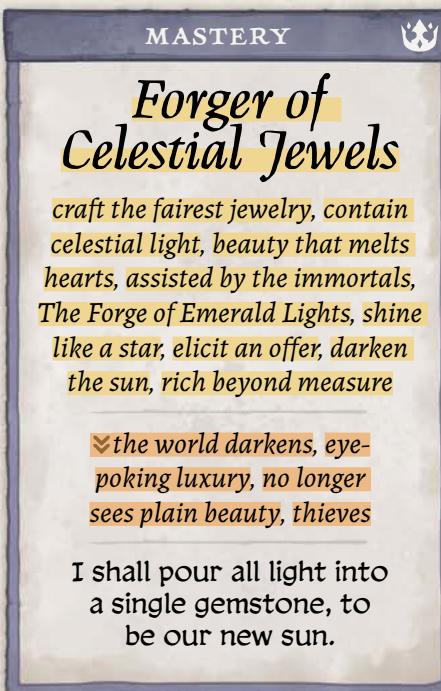
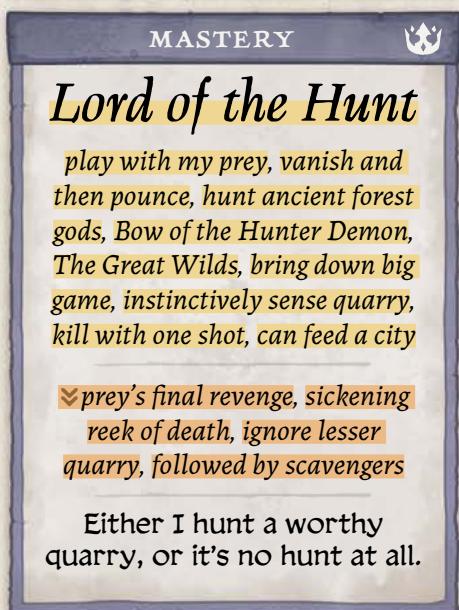
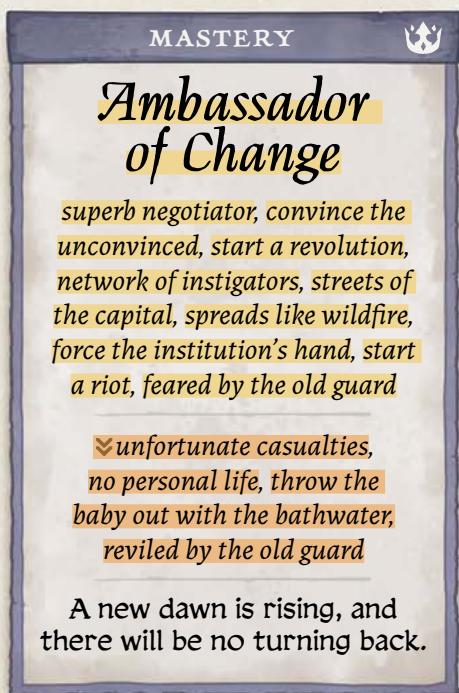
Quest Ideas

- The most profound lesson you have learned in your work, from which you never stray.
- A declaration of how you intend to use your mastery to change the world.
- Your commitment to express your Mastery in a masterpiece or achievement of a lifetime.

Special Improvements

- Always Prepared:** Once per scene, when a broad tag from this theme is indirectly relevant to your action, you may use it as directly relevant instead, skipping the required prep action.
- Calculated Sacrifice:** Before **Making a Sacrifice** at the Grave sacrifice level related to your Mastery, replace a theme other than this one that is dearest to you. You may then treat a 7-9 roll as a 10 or more result. If you Succeed, you don't need to replace another theme – you already paid that price.
- Foresee the Outcome:** Once per session, you may declare that an action in which you rolled a total of 9 or less (including Power) was only a prediction of an unwanted outcome and did not actually happen. Disregard the action and take a different action instead.
- Lifelong Insight:** When you replace this theme, you may keep one of the Special Improvements you chose (except for this one) and add it to the new theme.
- Second Wind:** Once per session, you may restore two scratched tags in this theme, at the cost of scratching one tag on another theme.

Theme Kits





Monstrosity

ENORMOUS SIZE * SUPREME INNATE POWER OR ABILITY * ARCANE BEING

You are a creature of legend, a being of such power and immensity that none dare oppose you – except those rare few who are as mighty as you. You wield magic with ease, your essence infused with it, allowing you to do the impossible, to *be* the impossible. You are a truly fantastic creature in a world that fears or exalts your very existence, where your very footfall resounds as the bells of destiny.

- What makes you so powerful compared to others?
- What is your relationship with the simple people of the land?
- Where are you most at home? What is most precious to you?
- What great schemes do you plot, or what deep need drives you?

Power Tag Questions

- A** What magnificent or terrifying creature are you?
- B** What is your most prominent physical feature?
- C** What innate magical ability do you most often wield?
- D** What feature, move, or power enables you to affect many at once?
- E** How do you defend yourself with magic or size?
- F** What unique offensive capability do you possess?
- G** What powerful emotion drives you or is rooted in your core?
- H** What arcane truth is revealed to you that mere mortals cannot sense?
- I** Who serves you?
- J** What about you commands respect from lesser creatures?

Weakness Tag Questions

- A** What is your blind spot, that you miss due to your size or power?
- B** What can counteract your magic or weaken you?
- C** What is your one weak spot or bane?
- D** Who seeks out your destruction?

Quest Ideas

- A golden rule all members of your monstrous kind must adhere to.
- A goal you've chosen in order to understand or best exemplify your kind.
- A monstrous activity your kind engages in, for better or worse.

Special Improvements

- Display of Force:** Once per session, when you act using tags from this theme and Succeed without Consequences, your incredible display gives a tier-3 status of your choice representing amazement, respect, or fear to a crowd of impressionable onlookers or one observer not easily impressed.
- Fine Control:** You learned how to better control your form's unique abilities. Choose and gain a Special Improvement from the Mastery themebook.
- Invulnerability:** Choose a power tag in this theme representing a type of physical or magical protection. You ignore all Consequences that this protection is relevant to, as long as this tag is unscratched.
- Magical Trace:** At the end of a scene, you may leave behind a *magical trace* (expiring any previous tag created this way). You may scratch this tag to take an action using tags from this theme as if you were at the tag's location.
- Surge of Power:** Once per session, when burning a tag from this theme for Power, you may add 5 Power to the roll instead of 3. After the roll is resolved, you take *exhausted-2*. You cannot lessen this status.

Theme Kits

MONSTROSITY

Archfiend of Bedlam

instant shapeshifting, conjurer of chaos, disrupt order in region, transmute weapons, transfigure mortal, intoxicating freedom, discern attachments, interplanar monsters, I'm your liberator

“no rules” is still a rule, unusual integrity, needs a host, creator gods

Who will be the next poor soul to let me into their world?

MONSTROSITY

Dragon

supreme predator, take human form, spit liquid fire, impenetrable scale armor, tail sweep, sense of superiority, the world from above, power-hungry warlords, dragonterror

underestimates mortals, earth-binding spell, soft underbelly, other dragons

I am lord over these lands. Bow to me, or become my next snack!

MONSTROSITY

Elemental Titan

made of the elements, power over elements, cause natural disasters, enormous, tidal wave, primal rage, discern elemental makeup, create lesser elementals, awe-striking

soul – the binding element, requires large amounts of element, forces of entropy, wizards

All things are mere fleeting shapes of the eternal elements, and must be reshaped again.

MONSTROSITY

Giant Spider Queen

most potent sting, shadow weaver, eight spearlike legs, chitinous shell, shoot sticky webs, darkly inscrutable, sense every tremor, endless spider swarm, queen of the underworld

cannot grasp hope, daylight, vulnerable to acid, contenders to the throne

Once I put out the sun, the entire world will be mine.

MONSTROSITY

God-Spirit

wondrous beauty, domain magic (choose), shape tutelary region, body of pure spirit, crush mortals like bugs, unshakable certainty, discern fates, swathes of worshippers, inspire mortals

single-minded, defiling sorcery, essence linked to (choose), opposing gods

Protect my domain.

MONSTROSITY

Powerful Vampire

faster than the eye can see, impossible to kill, cause mass panic, vanish and reappear, gorey violence, insatiable hunger, sense life and death, cult of thralls, hypnotic presence

lonely, ancient blood rituals, stake through the heart, keeper of natural order

The people of this town rather suit my palate. I'll have more.

Companion

ALLY * BODYGUARD * FELLOW TRAVELER * PET *
A FOLLOWER, OR SOMEONE YOU ARE FOLLOWING

You are accompanied by a trusted person, group of followers, or an animal companion, who can make all the difference in a wicked and dangerous world. They protect and support you, devoted and trustworthy. Your role as a friend, leader, teacher, or trainer is reflected in the capabilities and actions of your trusty companions.

Companion Might: common, everyday, expected special, notable, or a group giant, all-powerful, or numerous

- Who is always there with you, and why?
- How did you fall in with your companion?
- How did you come to trust and rely upon them?
- What is their role in your life, your job, or your duties?

Power Tag Questions

- A** Who is regularly at your side, supporting you?
- B** What is your Companion's most handy quality or skill?
- C** How does your Companion get you out of a jam?
- D** What activity do you and your Companion do well together?
- E** Where do you and your Companion go to relax or to get things done?
- F** What is your Companion's signature move, trick, or ability?
- G** What useful item does your Companion always have at the ready?
- H** How does your Companion help you improve or recover, or vice versa?
- I** What is a useful physical characteristic of your Companion?
- J** What is your Companion's outlook or modus operandi?

Weakness Tag Questions

- A** How does your Companion get you into trouble or danger?
- B** What is your Companion's most annoying quality?
- C** What causes your Companion to become unavailable?
- D** In what situation is your Companion least useful?

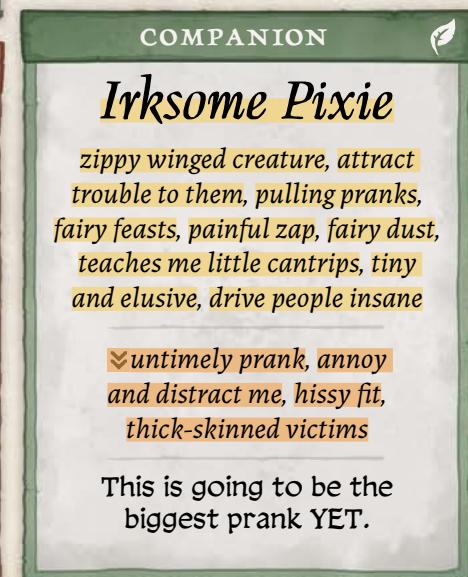
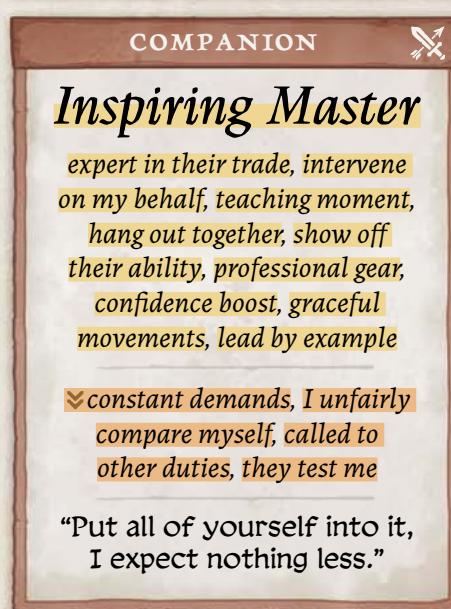
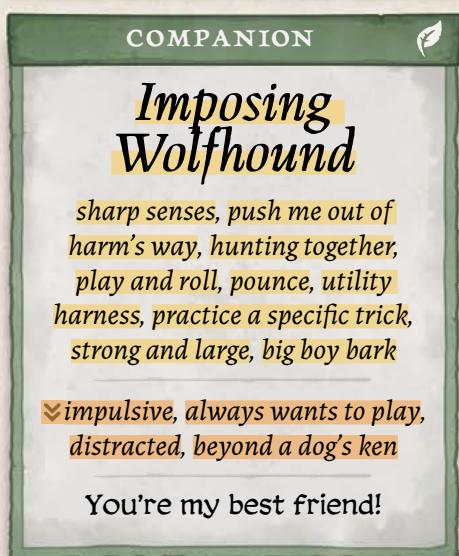
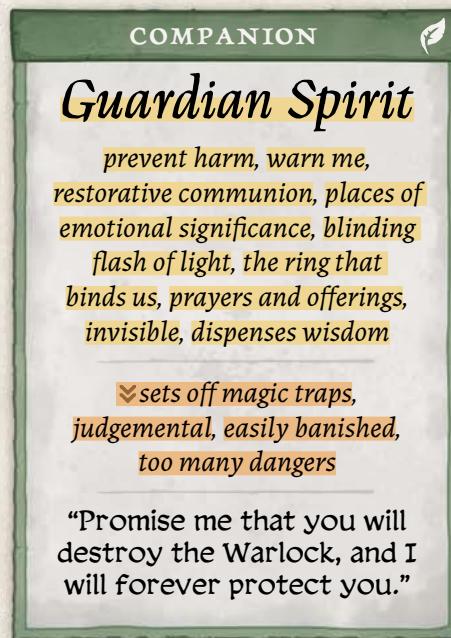
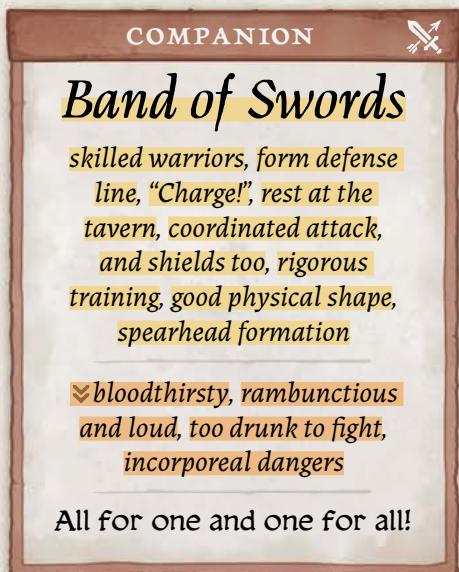
Quest Ideas

- Your commitment to your Companion, the connection between you, and their wellbeing.
- A mission you and your Companion seek to accomplish together.
- Your Companion's Quest, which you have undertaken to keep them by your side.

Special Improvements

- Everyone's Best Friend:** Once per session, when your Companion helps another member of your Fellowship, you may invoke only tags from this theme, forgo rolling, and get a Success without Consequences.
- Here For You:** Once per session, when you or your Companion take action to heal one another or help the other recover, mark Improve on this theme. This does not apply while camping.
- Perfect Positioning:** Once per session, you can declare your Companion is positioned anywhere in the scene as long as they could get there, and give them a tier-2 status representing their advantageous position.
- Reliable Ally:** Once per session, when you act alongside your Companion and get only Consequences, you may scratch a tag in this theme to Succeed as well.
- Retaliation:** Whenever anyone gives your Companion a harmful or hindering tag or status, you gain *provoked-2*, which helps actions to retaliate against the offender.

Theme Kits



Magic

SORCERY AND WITCHCRAFT * INNATE MAGICAL ABILITIES * POWER GRANTED BY DEITIES OR SPIRITS

You possess abilities that interact with the supernatural. Whether through occult rituals or arcane art, through a spontaneous and innate bond with mysterious forces, through your very blood, or through beseeching and cajoling gods, fairies, or demons – you have a measure of control, great or small, over magical power.

Magic Might: Hedge magic of everyday tasks and small wonders True magic that can achieve fantastical things All-powerful magic that can shape the world

- What is the source of your power, and what are its limits?
- What does it demand of you, and why do you agree to pay the price?
- Where did you learn or gain this magic, and how?
- Who else can perform these miraculous acts?

Power Tag Questions

- A** What is your magical nature, art, or expression?
- B** What category, field, or type of Magic do you specialize in?
- C** What specific magical ability, maneuver, or spell do you use regularly?
- D** What is different, better, or special about the way you use Magic?
- E** Which personal style or flourish have you added to your Magic?
- F** What knowledge or lore related to this form of Magic did you acquire?
- G** In which conditions is your Magic most powerful?
- H** What item or material do you use to empower your Magic?
- I** What skill related to your Magic have you developed?
- J** What social skill, trait, or benefit do you have thanks to your Magic?

Weakness Tag Questions

- A** What conditions, uses, or targets are unfavorable for your Magic?
- B** What does your Magic require in order to function well?
- C** What are the side effects of having or using your Magic?
- D** How does having Magic make your life harder?

Quest Ideas

- A sacred oath, curse, or magical law that binds you.
- A vision of what you could achieve if you developed your Magic.
- A ritual, prayer, or practice you must perform in order to possess or replenish your Magic.

Special Improvements

- Scholar of Magic:** Once per scene, when you see someone practicing magic of the same kind you practice, you may ask the Narrator for one valuable detail about the magic they're performing.
- Ward Breaker:** Once per session, when you act against someone warded against your Magic and Succeed, you may scratch a tag or reduce by two tiers a status representing their defense, in addition to the normal outcome.
- Rote Technique:** Once per session, when you use your Magic in a way you've used it before and get only Consequences, you may Succeed as well.
- Reputation Precedes:** Choose a tier-2 status representing a reaction to your magic. Whenever you meet a character for the first time, you may give them this status, at the Narrator's discretion.
- Inspired Ingenuity:** Once per session, when you use your Magic to achieve a goal in a way you never have before, you may mark Improve on this theme.

Theme Kits

MAGIC	MAGIC	MAGIC	MAGIC
<h3>Blessing of the Goddess</h3> <p>consecrate items, Blessing of Courage, bless a crowd, impressive ceremony, knows the deity's ways, mass prayer, appropriate offering, oratory, respected priest/ess</p> <p>✗ unworthy recipient, requires the Goddess' favor, noticeable shimmer, hunted for my faith</p> <p>Be always with the Goddess, and she will always be with you.</p>	<h3>Hex & Curse</h3> <p>frustrating afflictions, cause paralysis, something of theirs, personal enemy, witchcraft lore, full moon night, Book of Shadows, circles of protection, friends in low places</p> <p>✗ performed in public, long rituals, mean face, witch hunters</p> <p>Dare to cross me, fool, and I'll make you regret it.</p>	<h3>Rudimentary Magic</h3> <p>mostly bells and whistles, Word of Unlock, memorize spells, cute little flourish, history of magic, controlled experiment, beginner's wand, deflect spell, benefit of the doubt</p> <p>✗ can't match trained wizards, need to concentrate, tends to go boom, unintended magic</p> <p>I'm going to keep practicing until I become a true wizard!</p>	<h3>One with the Dark</h3> <p>concealing spells, Tentacles of Darkness, silent magic, maddening whispers, annals of the Shadow, pitch darkness, consume onyx for power, stealthy, hear their secrets</p> <p>✗ well-lit victims, needs at least some darkness, darkening aura, assumed to be evil</p> <p>Every sunrise, I must return to the womb of darkness, even if briefly.</p>
<h3>Warding Invocations</h3> <p>verbal abjurations, expel possession, cast by writing, add in specific names, Folcrest's Menagerie of Apparitions, better when prepared, parchment talismans, persuasion, taboo not to pay me</p> <p>✗ higher demons, must identify the apparition, requires focus, they go for me first</p> <p>That which comes from the other side, must be returned to the other side. No exceptions.</p>	<h3>Grand Necromancy</h3> <p>animate the dead, Steal Life, drain magical power, terrifying results, forbidden rites, empowered by my cult, many available corpses, embalming, sequestered my soul</p> <p>✗ holy warriors, consumes life force, emaciated visage, decomposing body</p> <p>I shall rule this world with an army of bone and rotted flesh.</p>		

Possessions

EQUIPMENT AND GEAR * ONE SPECIAL ITEM * BELONGINGS * ASSETS

This theme indicates one or more of your belongings play a key role in your story. Whether it's an old heirloom of your lost noble family, or simply a serviceable toolkit or sword that you need in order to perform your role, you carry one or more items that see a lot of use. You might be emotionally attached to this particular piece of equipment, possibly working to maintain or improve it, or it could be expandable (or a consumable) and easily replaced.

Possessions Might: everyday, simple, unassuming unique, magical, expensive, or a wide variety major assets

- How have you come to own this item?
- Why is it important to you?
- Do you take pride in having it in your possession?
- What would you be willing to trade this item for?

Power Tag Questions

- A** What is your most important Possession or material resource?
- B** What useful characteristic or feature does it have?
- C** What supplemental or related item or set do you possess?
- D** What is the most common way you use your Possession?
- E** What surprising secret or trick use does this item have?
- F** What situations or conditions was this item designed for?
- G** How do you handle, repair, or maintain your Possessions?
- H** What emotion or memory does this Possession evoke in you?
- I** How do you keep your Possession safe or concealed?
- J** What is the make, style, design, or quality standard of this item?

Weakness Tag Questions

- A** What is a flaw or downside of your Possession?
- B** What causes your Possession to need repair or maintenance?
- C** How do you overuse or abuse your Possession?
- D** What is beyond the capabilities or standards of your Possession?

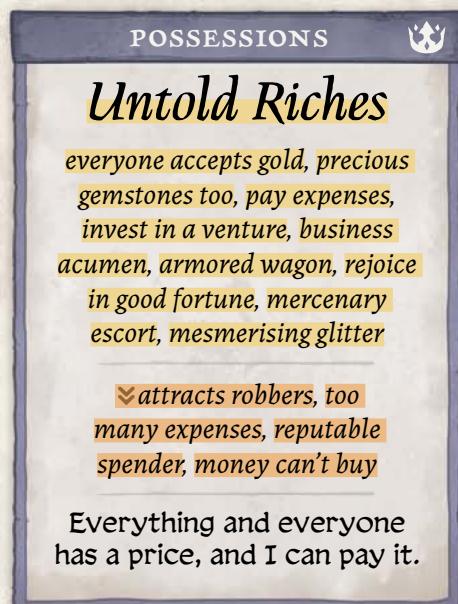
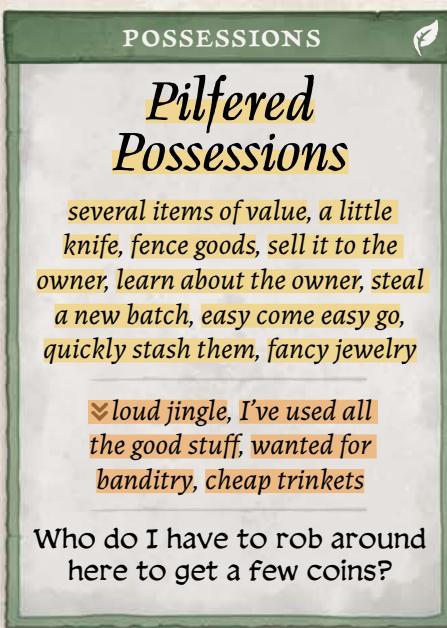
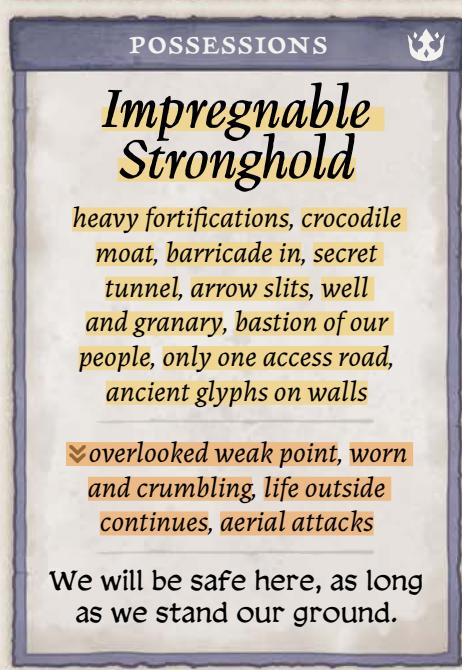
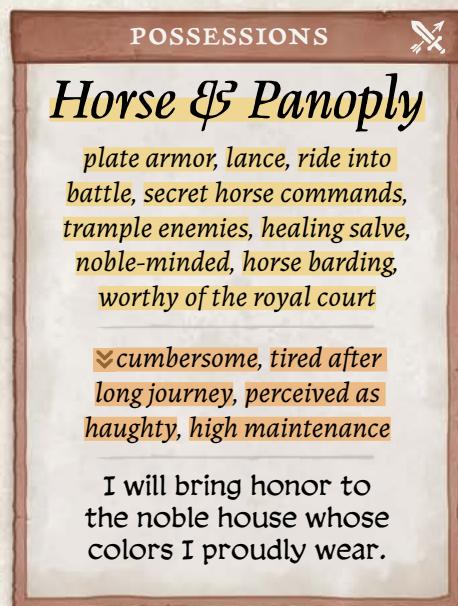
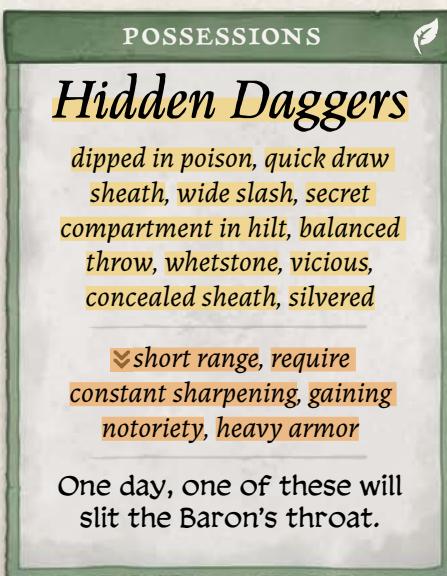
Quest Ideas

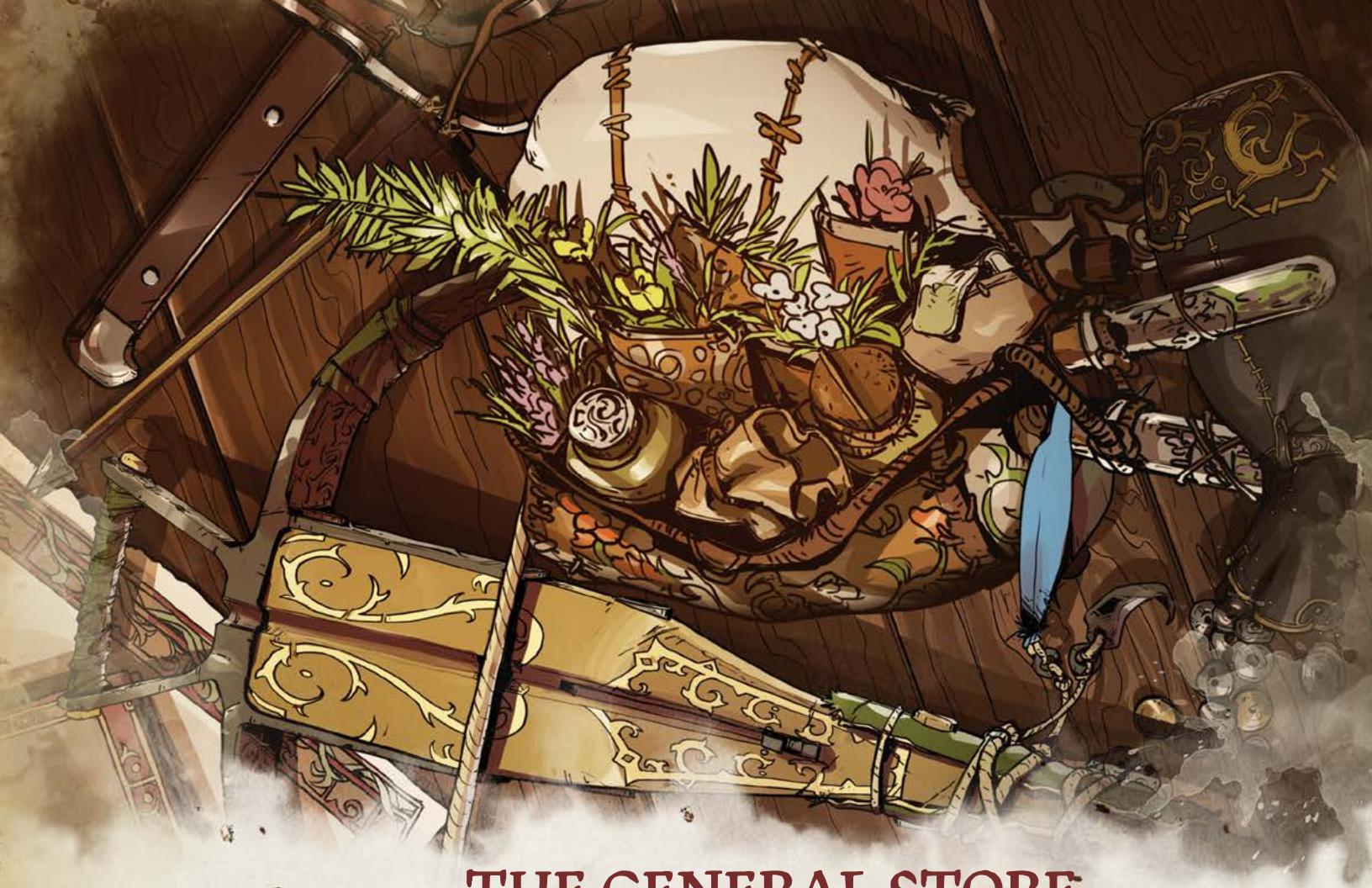
- A routine, ritual, or relationship you must maintain to keep your Possessions.
- A goal or activity the item inspires you to engage in.
- An aim to improve your Possessions or obtain better versions of them.

Special Improvements

- Durable:** Choose a tag from this theme. Once per session, you can prevent Consequence Effects that would scratch it or give it a status of tier 3 or less.
- Favorite Piece:** Choose a power tag in this theme. Once per session, you may burn this tag for Power without scratching it.
- I'm Keeping This:** Choose one of your backpack tags and move it to this theme; it becomes a power tag. Once per session, you may return this tag to your backpack and pick a different one to move to this theme.
- Just The Thing:** Once per session, you may gain a story tag that represents something useful you have on you or that you have access to, or a new use for your items.
- Quartermaster:** Choose a power tag from this theme representing an item. Members of your Fellowship may treat it as if it were in their backpack, as long as it is possible for you to hand it to them and let them use it. (It retains the Might of this theme.)

Theme Kits





THE GENERAL STORE

Every Hero begins with one tag in their backpack and may acquire additional tags during the game, whether by taking actions to obtain or purchase items, or by receiving tags from the Narrator based on the developments in the story, such as when finding a buried chest full of treasure.

The tags in your backpack are story tags (page 164) and expire after a while when it makes sense in the story, such as when your item needs maintenance or replenishment. You then must recreate the tag to retain its advantage. Remember, your backpack tags represent what items are important for the story, so not every item you carry needs a tag.

This section offers some suggestions of tags you can pick out for your first tag or obtain during the game.

Armor

Armor tags improve your reaction roll when you lessen the Consequences of attacks. Decide with your group whether you use different types of armor tags for flavor only, where every tag equally adds to your Power, or in a more realistic and tactical manner, where the armor's description determines when the tag applies and when it does not.

LIGHT ARMOR

- *Buff coat, gambeson, or arming doublet*, a thickly padded leather coat. Worn on its own, often by hunters or foot soldiers, it offers flexibility and protects the wearer from slashes and glancing arrows, but not from direct thrusts or clear shots. Worn under heavier armor, it improves overall protection and prevents chafing.
- *Leather armor* or *boiled leather armor*, is a flexible and versatile armor that can somewhat reduce the harm from blades and arrows but does little to stop a direct hit. Easier to make but clumsier and smellier is the unprocessed *hide armor*.
- *Jack of plates* or *brigandine*, is a leather armor reinforced with metal inserts. Often worn over a padded armor (see above), it offers greater protection.

HEAVY ARMOR

Heavy armor tags can apply to a greater range of defensive reactions, but also hinder actions that require range of motion or lightness, such as swimming. These armors are costly, and some require rare expertise or advanced facilities to make. Often, they also require personal fitting by the armorsmith.

- *Cuirass*, two pieces of armor of various materials covering the chest and back, or *breastplate*, the front part, often paired with other armor pieces like *greaves* or *pauldrons*.
- *Chainmail*, made of hundreds of tiny metal links, or the long shirt of chainmail called *hauberk* which sometimes includes a hood, provides protection against all but the most powerful attacks, such as crossbow bolts and charging lance thrusts. It is also inefficient against bludgeoning weapons.
- *Plate armor*, heavy and solid metal armor, further padded and reinforced with cloth, leather, and chainmail.
- *Mail & plate*, a combination of chainmail and plate armor that provides heavy protection with some flexibility.
- *Helm*, a helmet made of leather or metal protecting the head. The more it covers, the more it constricts hearing and sight.

SHIELDS

- *Buckler*, a small shield used to deflect melee strikes, but which offers little protection against projectiles (unless wielded by someone uncannily fast!).
- *Simple wooden shield*, simple to make and offers protection from the front.
- *Heavy shield*, a bulky metal or metal-banded wood shield, some even as tall as a soldier.

Consider also which important colors, badges, emblems, or motifs adorn your armor or shield. Your kingdom's *sacred symbol*, *family heraldry*, or *patron animal* may be emblazoned upon it, allowing you to be identified on the battlefield, and show who and what you stand for.





Assistance

Hired help, enthusiastic followers, distant family members, or fellow travelers on the same boat can all prove useful by giving advice, providing expertise, or simply being another set of hands. Some require regular payment, while others might move on or eventually lose interest in you or your cause.

- *Attendant*, issued by the local leader to take care of you during your stay.
- *Boat handler*, paid to take you down the river and avoid the dangers.
- *Fairy servant*, conjured for a day and a night.
- *Informant*, delivering stolen secrets; spreading misinformation will cost more.
- *Local guide*, will show you around for a coin and a tale.
- *Mule*, stubborn but brave, with a strong back to carry supplies or the injured.
- *Storyteller*, a bard and performer, committing your tale to history.
- *Torchbearer*, because someone needs to hold the torch (or lantern) and walk ahead.

Clothing & Accessories

Clothes play a role in social interactions and may denote one's status and place in life. High or low, you are judged by how you dress, and what you wear can open doors or shut them. Different regions develop different styles, and markings such as pins, choice of feathers, or sewn decorations can tell much about your hometown and profession.

- *Bracers*, wrist protection common among archers.
- *Cape*, dramatically showing your status or flamboyance.
- *Court dress*, fine clothing worn at court.
- *Gloves*, offering warmth and protection for your hands when working.
- *Jewelry*, lavishly exhibiting your wealth.
- *Jerkin or tunic*, simple or luxurious long shirts.
- *Oilskins*, clothing made waterproof by treating it with oil, wax, and gum.
- *Sturdy boots*, ready for the outdoors.
- *Surcoat*, a long heavy coat, perhaps showing your house colors.
- *Travel cloak*, keeping you warm when riding.
- *Vestments*, traditional garb of religious or political figures.



Medicinal Items

You never know when an injury, an illness, or even a simple yet serious discomfort might befall you. The following are usually treated as consumables (page 165).

- *Antidote*, a medicine prepared to counteract a specific poison or venom.
- *Bandages* can help an open wound heal and keep it from festering.
- *Foot ointment* helps alleviate pain after hours of striding through a muddy swamp.
- *Healing brew*, a catch-all medicine that greatly hastens natural healing.
- *Healing potion*, a rare but magical concoction that can instantly heal most injuries.
- *Poison*, a substance that harms whoever consumes it, slowly or rapidly, and could be fatal.
- *Sleep stone*, believed to help with insomnia when placed under a pillow.
- *Sleeping drug*, a substance that puts whoever consumes it to sleep.
- *Soothing salves* relax itchiness and other irritations.
- *Tonic*, an invigorating and stimulating beverage that helps overcome tiredness.

Notes

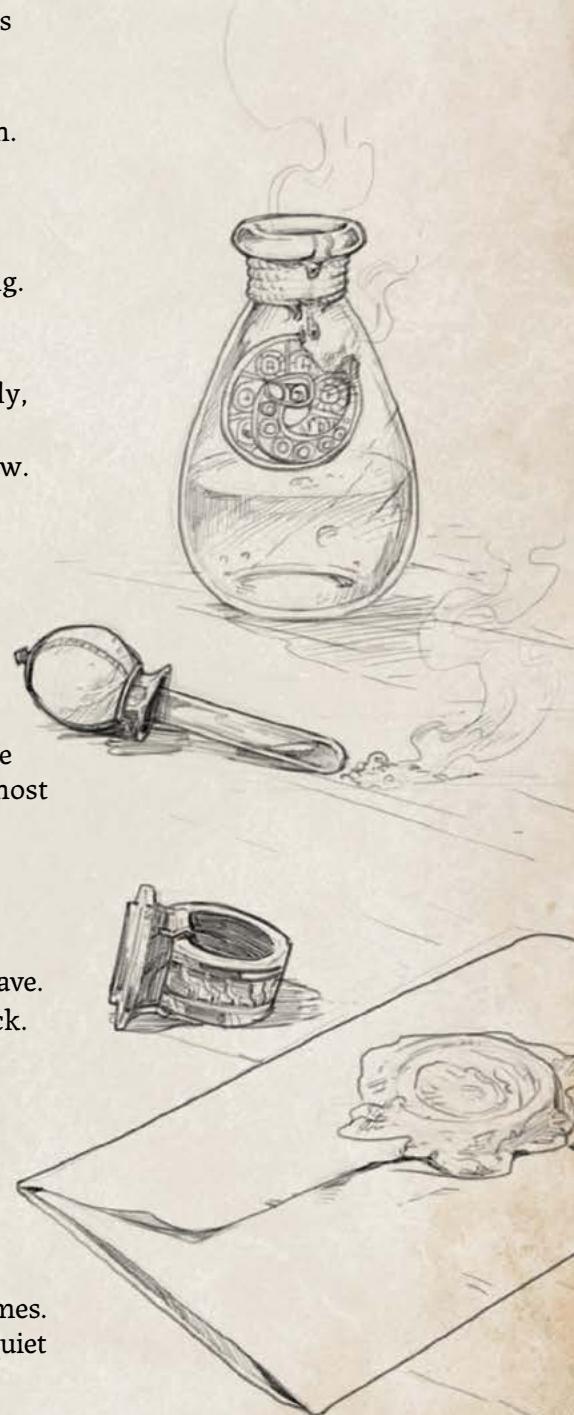
Your backpack holds any story tag you hold onto, and these can include stories you know, memories you cherish, or tricks you prepared. Like most thoughts, they eventually fade.

- *Directions to (choose)*, learned from a map or given by a local.
- *Funny anecdote*, to get in someone's graces or defuse a situation.
- *Juicy gossip*, heard on the docks, or squeezed out with a drink.
- *Leftover meal recipe*, taught by an innkeeper, to make do with what you have.
- *Little prayer*, copied off a wayside shrine, to provide hope or perhaps luck.
- *Memory of sweet smelling bread*, to lean on when comfort is needed.
- *Strong comeback*, to silence an upstart who dares to insult you.
- *Unsolvable conundrum*, thought up during a restless night, useful for distractions.

Personal Items

Your personal trinkets or loved memorabilia can get you through tough times. These can connect back to your past and help you gain perspective in the quiet moments. Others provide simple utility or occasionally offer confidence.

- *Biased dice*, a set of dice that roll unfairly.
- *Family signet*, for making wax seals or proving your descent from a major house.
- *Grandmother's shawl*, warm and full of comforting smells.
- *Parchment & ink*, for penning missives and field notes.
- *Pipe & tobacco*, for when you need to sit and think.
- *Shaving kit*, making yourself presentable.
- *Small trophy*, a tooth, bone, or patch of scales from your initiation as a hunter.
- *War paint*, to blend in with your clan or proclaim your readiness for battle.

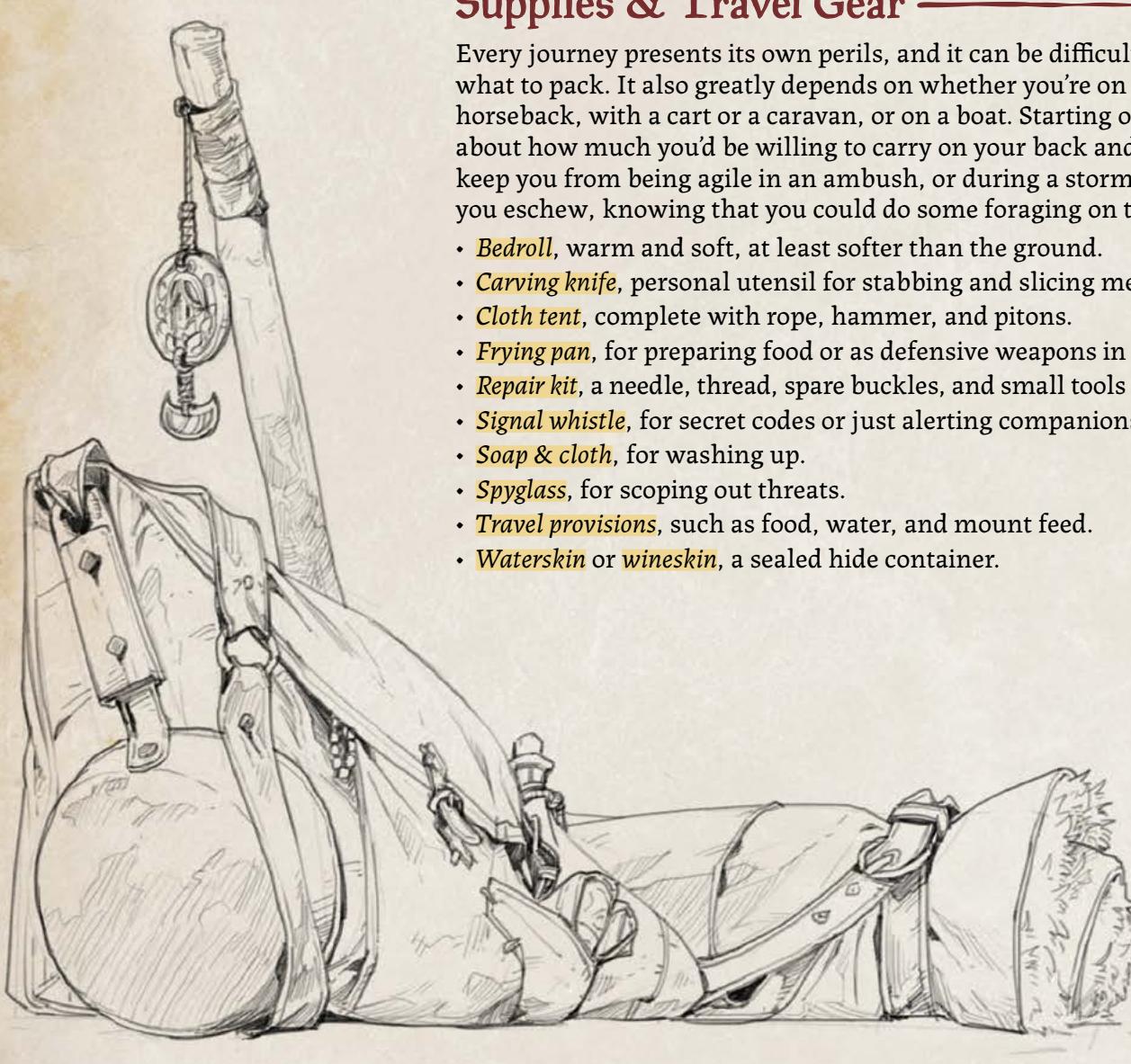




Spiritual & Magical Trinkets

In places where magic or superstition is common, people make small items invested with their beliefs or with a bit of supernatural power. The actual utility of such a trinket depends on the kinds of magic that exist in your setting.

- *Fortune telling tools*, carved bones, rune-covered stones, tea leaves, painted cards, etc.
- *Good luck charm*, a hard-to-find plant or intricately crafted tchotchke.
- *Prayer beads*, a physical means of easily counting prayers.
- *Religious icon*, a display of faith.
- *Scrying mirror*, an expensive means of unlocking clairvoyant powers.
- *Spirit-warding symbol*, a seal of protection.
- *Talisman of spiritual power*, a small depiction of an important spirit.
- *Wand*, a short stick for controlling spells.



Supplies & Travel Gear

Every journey presents its own perils, and it can be difficult to know what to pack. It also greatly depends on whether you're on foot or on horseback, with a cart or a caravan, or on a boat. Starting out, think about how much you'd be willing to carry on your back and what might keep you from being agile in an ambush, or during a storm. What might you eschew, knowing that you could do some foraging on the road?

- *Bedroll*, warm and soft, at least softer than the ground.
- *Carving knife*, personal utensil for stabbing and slicing meat and bread.
- *Cloth tent*, complete with rope, hammer, and pitons.
- *Frying pan*, for preparing food or as defensive weapons in a pinch.
- *Repair kit*, a needle, thread, spare buckles, and small tools for fixing gear.
- *Signal whistle*, for secret codes or just alerting companions.
- *Soap & cloth*, for washing up.
- *Spyglass*, for scoping out threats.
- *Travel provisions*, such as food, water, and mount feed.
- *Waterskin or wineskin*, a sealed hide container.

Weaponry

The world is dangerous, whether you're facing beasts in the wild, robbers in an alley, or the armies of the dead. And yet, many young adventurers can only afford to arm themselves with the tools of their trade and perhaps a family weapon at their side. Think about what you might be able to scrounge up in your home and your community when setting out.

As with Armors (see page 132), decide with your group how detailed you'd like to go when applying weapon tags.

- Axe, be it a *woodcutter's axe* or a double edged *battle axe*.
- Bludgeoning weapons such as *clubs*, *cudgels*, *hammers*, and *maces*.
- Bow, carefully crafted ranged weapons, such as *hunting bows*, *longbows*, and *recurve bows*.
- *Dirk*, a long knife or dagger, good for stabbing and throwing alike.
- *Flail*, a handle attached to a chain-linked striking end, to fling over shields.
- Polearm, long-handled weapons with a blade or point, such as *spears*, *halberds*, and *pikes*.
- *Slingshot*, easily made tool for launching rocks, fruits, and other annoyances.
- Staff, such as a *quarterstaff*, *shepherd's crook*, or perhaps a *wizard's staff*.
- Sword, stick them with the pointy end: *shortsword*, *longsword*, *arming sword*, *curved sword*, *scimitar*, *saber*, and many other types.
- Two-handed, great weapons such as *greatswords*, *flamberge swords*, *great axes*, and *warhammers*.

You can use additional tags to describe your weapon and give it character: *well-balanced*, *fine craftsmanship*, *back scabbard*, *sharpened and oiled*, *consecrated*, *etched dedication*, and so on.



Coin

The exact amount of money your Hero is carrying is never tracked, in the same way Heroes in stories rarely count their treasure coin by coin. Your Hero is assumed to have monetary resources that are reasonable for a person of their background and means, as reflected in their themes and backstory. If they are journeying, their means generally depend on what they had when they left home, what they found since, and what they've spent.

Tags that represent valuables such as *bag of gold* or *precious gem* can highlight your Hero's purchasing possibilities. You and the Narrator may also use a financial status, such as *hefty-purse* or *short-on-coin*, to indicate the temporary condition of your Hero having more or less to spend.

See **buying and selling** (page 185) for more about purchasing actions.

THE FELLOWSHIP

As the last step before you set out on your journey, come together as a group and make some decisions about the nature of your Fellowship (if your Heroes aren't a Fellowship as such, you can use another name).

The Fellowship has its own theme and tags that are shared by all Heroes.

The Fellowship Theme

The Fellowship theme defines the nature of your band of Heroes and the bond between them.

Your Fellowship theme is just like your Hero themes. It consists of the title tag and two more power tags, a weakness tag, and a Quest, which represent your Fellowship's shared strong points, shared weaknesses, and shared goal. It can be improved, replaced, or evolved in the same way Hero themes do when you mark Improve, Abandon, or Milestone.

The Fellowship Theme is shared. Any Hero can invoke its tags when taking action, if its tags apply, and the Narrator may invoke its weakness tags for any Hero. Bigger choices are made as a group decision, such as how to improve your Fellowship theme or when to mark Abandon or Milestone when you all feel the Fellowship Quest is betrayed or accomplished.

The Fellowship power tags are single-use. They are scratched when you invoke them, and they cannot be burnt for Power (page 158). You can recover them as you would recover other power tags (page 154) or during camping (page 179).

Fellowship Relationships

The Heroes' relationships with one another can have a deep impact over the story. These relationships can be represented in several ways – for example, your Hero could have a power tag dedicated to one of the other Heroes, or even an entire theme (such as Devotion).

The individual relationships within the Fellowship are also represented with **Fellowship relationship tags**. These are single-use story tags that each Hero has for each other Hero. During a camp or sojourn, everyone in the Fellowship renews these tags with one another, or rephrases them (**Fellowship Quality Time**, page 181). This way, the Fellowship relationship tags keep changing, reflecting developments in your relationships.

Optionally, the Narrator can allow Fellowship relationship tags to be treated as weakness tags of the Fellowship theme. This means that if they are invoked negatively, the Fellowship gains Improve.

RELATIONSHIP TAG EXAMPLES

WARM FEELINGS

admir ing
amusing
bosom buddies
childhood friends
flirty
friendly
in love
good company
have their back
like family
soulmates

BAD FEELINGS

angry
bad blood
cannot relate
cold to me
hatred
jealous
makes me sad
mocking
offended
prejudiced
resentful

COOPERATION

appreciative
coordinated
domineering
mentoring
protective
rival
submissive
supportive
work well together

IT'S COMPLICATED

casual lovers
complicated past
leverage on them
indebted
indifferent
need them for...
pining
painful to watch
reminds me of...
shared history

FELLOWSHIP CREATION

Begin by brainstorming a concept for your group. This could involve your Heroes' reason for coming together (a sense of duty, a common enemy, pure greed), a commonality among all your members (trained by the same master), or even just the place you all come from or frequent.

Then, create your Fellowship theme together, using one of the same ways for creating your Hero's themes (page 77): simple, just coming up with some tags; quick, picking a theme kit on page 141; or detailed, answering questions from the Fellowship themebook on page 140.

Choose Fellowship relationship tags. List the names of the other Heroes on your Hero card. For each Hero, pick one Fellowship **relationship tag** to represent how your Hero feels about them, what they are to you, or what you are to them – after confirming with that Hero's player.

Finally, play **A Day In The Life We Once Knew**, below.

"A Day In The Life We Once Knew" —

The Prologue session, along with the process of creating your Hero and Fellowship, ends with an exercise designed to flesh out the stories of the Heroes, answer any open questions, and paint a picture of the Hero's life before the beginning of the story.

- The Narrator picks a random time and day and asks each Hero:
On an ordinary overcast day in the village of Ravenhome ~ Where are you now? What are you doing? Who are you with?

- Each player answers for their Hero.

I'm at the forge, working on a horseshoe.

I'm at my cabin, brewing a cure for a sickly boy.

I'm angry. Someone let the goats out and they chewed up my garden.

- Everyone chimes in with questions and suggestions, adding details and making connections. Note it all down.

Whose horse are you shoeing? A strange rider, coming from the east.

What's the name of the boy? Renley. He's the hunter's boy.

Who do you think it was? I bet ya it was Renley, the hunter's boy!

- Continue until you feel you have enough details about the Heroes' lives.
- This can be a good time to take a few actions and test out the rules, if you like.

Ready For Adventure! —

You've finished setting up your story. In your next session, the Narrator will begin by setting up a scene and so you'll embark on an adventure together. Continue learning about the rules of the game in the next chapter: **How To Play**.

At this point, go back to your Hero and make any necessary adjustments to help them better fit the Fellowship. Consider all the Heroes in the Fellowship. Is there too much overlap? Not enough of something? Maybe a slight alteration in your background or skill set would make for a more interesting story going forward.

If you play with one Hero only, you don't have a Fellowship. It's going to be difficult, going alone – consider starting with three tags in your backpack, instead of one, or creating a companion as a story theme (page 165).



Fellowship

TRAVELING COMPANIONS * PROFESSIONAL PARTNERS * FOUND FAMILY OR LOCAL COMMUNITY

Fellowship Might: a band of commoners an adventuring party or group of notable repute royalty and divinity, those who shape destinies

- What brought you all together, at least for now?
- Is your bond based on emotion, understanding, or transactions?
- What do you have in common that helps you trust each other?

Power Tag Questions

- A** Who are you, as a group?
- B** Where do you meet, work, rest, or prepare for action?
- C** What do you do well together?
- D** Who mentors you, aids you, or is sympathetic to your goals?
- E** What helps you travel from one place to the next?
- F** In what environments or situations are you most comfortable?
- G** What special sources of information do you have?
- H** What sort of reputation or name have you made for yourselves?
- I** How do you help, assist, or support one another?
- J** What kind of special gear, resource, or power is at your disposal?

Weakness Tag Questions

- A** What is flawed or lacking in the way you work together?
- B** How do you get into trouble?
- C** Who or what threatens your Fellowship or shared goals?
- D** What places or situations do you find tough to handle?

Quest Ideas

- Your commitment to the purpose or vocation that brought you together.
- An explicit quest you've been tasked with by an authority figure or higher power.
- An ethos, oath, or modus operandi that you stick to.

Special Improvements

- Campfire Stories:** Whenever you camp or sojourn, between the first and second activities, one of the Heroes may share a story from their past. Each member of the Fellowship may then remove one tier of a harmful status, at the Narrator's discretion.
- One Of Us:** Choose an NPC accompanying the Fellowship – a person, animal, or any other thing that feels. All members of the Fellowship may write an additional Fellowship relationship tag with this character on their Hero cards.
- Sacrifice:** When two or more of you suffer the same Consequences, a Hero who can reasonably defend another Hero may spend Power from their own reaction to lessen their ally's Consequences.
- Teamwork:** When two or more Heroes take the same action while camping or sojourning, they all get 1 more Power for this action.
- United by the Cause:** Once per session, when the entire Fellowship cooperates in a single scene while aligned with this theme's Quest, each member of the Fellowship may unscratch a Fellowship theme tag.

Theme Kits

FELLOWSHIP

Fellowship of the Amulet

hidden campsites, travel the land, the mysterious wizard, a map of the realm, hiding from foes, sage advice, the last hope, shoulder the burden, the Amulet

✖ growing mistrust, easily sidetracked, the dark lord's forces, audience with a king

We must carry the Amulet into the Sea of Endings, and destroy it once and for all.

FELLOWSHIP

Fortune Hunters

the cooking fire, explore ruins, interesting strangers, our trusty mule, fighting monsters, local legends, renown roving adventurers, bandage wounds, magically spacious bag

✖ spend too much time together, act without thinking, traps, staying in one place for long

The next adventure is waiting, with yet more loot and glory.

FELLOWSHIP

Itinerant Sellswords

the notice board, fight back to back, deal with the employer, good riding horses, monster hunting, local tattletales, reputation of efficiency, train together, share items in battle

✖ excessive force, unruly carousing, cheap employers, in over our heads

Stay focused and stick to the plan so we can get our coin.

FELLOWSHIP

Powerful Household

our castle, make an entrance, loyal servants, ornate carriages, royal court, network of spies, dangerous to mess with, coordinated plotting, perks of power

✖ no clear leader, jealousy, a rival house, telling the truth

"A Hawthorn always stabs first."

FELLOWSHIP

Protectors Against the Dark

the barracks, scouting the periphery, support of local leaders, bushwalkers, defend a chokepoint, watch towers, beloved by the people, fight in formation, militia armory

✖ not enough rest, overrun, creeping despair, told to stand down

Defend the people of this town, whatever the cost.

FELLOWSHIP

Tavern Buddies

the town commons, recreational games, the innkeep likes us, back alleys, shirk responsibility, the rumor mill, big fish in a little pond, "I got you one, too", the tavern's wine cellar

✖ everyone think they're the boss, gossip hounds, town guard, too early in the morning

Let's just get things back to how they were, before it all went to hell.

The background is a dramatic illustration of a knight on horseback looking at a giant flaming skull. The scene is set against a backdrop of fire and smoke.

Chapter II

How to Play





WEAVING THE TALE

Action & Drama

It is time to set out on a journey and tell the story of your Heroes, as they face perils and overcome obstacles in pursuit of their Quests – be they as humble as obtaining a neighbor's baking recipe or as grand as defeating the Dark Mistress herself.

This game is played as a conversation. The rules come in to help introduce unexpected outcomes and exciting developments. They focus on the Heroes, their journey, and their cinematic moments -- what matters for your story -- rather than the numerical values of their qualities.

The rules are also intentionally layered. Choosing between Simple, Quick, and Detailed outcomes allow you to control the pace, tension, and balance between weaving a narrative and tactical gameplay.

Players, Heroes, Narrator, Challenges

This chapter explains the rules of the game from the perspective of the players, who each take on the role of a **Hero** in the story.

During play, the **Narrator** is responsible for introducing the scenario, for playing the NPCs and Challenges within each scene, and for acting as the referee of the game. **Challenges** are characters, obstacles, and forces that work against the Heroes. The role of the Narrator is explained in *Volume II: The Narrator*.

Usually, the Narrator is one of the participants who does not portray a Hero, in the traditional style of tabletop roleplaying games.

However, you can also use the Narrator rules in *Vol. II* to collectively act as the Narrator (co-op play) or to be your own Narrator (solo play), with **The Oracle** (*Vol. II*, page 238).

Game Elements

In the tutorial (page 10), you've learned about these basic game components:

- **Story tags**, impermanent tags that describe items, resources, and allies received during the game
- **Statuses**, special tags that describe temporary conditions and have a tier between 1 and 6
- **Limits**, the maximum tier of a status a Hero or Challenge can take before being overcome or before something dramatic happens

These elements will be mentioned throughout this chapter. They are fully explained later in this chapter (starting on page 164).



DELVE DEEPER

Some sections of this chapter are shrouded and marked with a torch, indicating these are expanded rules or advanced concepts, beyond the basic rules.

These can be easily skipped during your first few plays. Return to them when you're curious about the further riches that lie beneath the surface.



THE GAME LOOP

Your game is played in **sessions**, usually taking several hours. In every session you play through one or more **scenes**. Scenes can join together to form a story with a beginning, middle, and end, called an **adventure**, and multiple adventures can combine into longer sagas, known as a **series** or campaign, played over many sessions.

In each scene, the Heroes take turns acting, and each **turn** plays through these three steps:

ESTABLISH

The Narrator presents the scene, describing:

- * where your Heroes are and what is happening around them,
 - * what the **stakes** are (why your Heroes are there and why it matters),
 - * what the **Challenges** are (anything in your way to your goals), and what **Threats** are posed to your Heroes or their goals, if any.
- The Narrator then asks “**What do you do?**” and gives one Hero the **spotlight**, so everyone is now listening to them.

ACTION

When your Hero is in the spotlight, you **describe what your Hero is doing** in the scene, responding to all that has been Established.

The Narrator may choose one of three ways to determine the outcome of the action: rule what happened or give you further details about the scene (**Simple**), ask you to **roll the dice** (**Quick**), or ask you to roll the dice and, if you succeed, **spend your Power on Effects** according to your Hero’s action (**Detailed**).

CONSEQUENCES

The Narrator delivers negative Consequences for your action if any of the following happened:

- * you ignored a Threat,
- * your roll generated Consequences,
- * the Narrator chooses to invoke your weakness tags for Consequences.

The Narrator may add **Effects**.

The Narrator may also allow you to **lessen** these Effects by making a **reaction roll**.

These steps repeat. Following a Hero's Action and Consequences, the Narrator re-establishes the scene and gives the spotlight to a different Hero (if there are multiple Heroes), who then takes Action and possibly generates Consequences.

Together, this cycle is called a **turn**. When all the Heroes have had their turn, that's a **round**. These terms are only for convenience and do not play a major role in the rules of the game.

The scene ends when the Narrator says so: whether there is nothing else to do in the scene, all the Heroes left, or sometimes, for dramatic flair. Usually, this happens when the stakes have been won, lost, or deferred, and when all business in the scene has been concluded.

Listen carefully to the Narrator Establishing the scene. They could be describing or even merely hinting at Threats, which, if overlooked, could lead to dire Consequences for your Hero.

The Challenges that Stand in Your Way

Ultimately, in each scene, **the Heroes attempt to reach their goals by overcoming what stands in their way – the Challenges**. Depending on the story you tell and the specific scene, Challenges can be anything, from monsters, through dangerous terrain, to snoopy neighbours, or even having to craft a special gift for someone's celebration.

Challenges act by making Threats against your Hero during Establish and, if not stopped, by delivering Consequences. They don't have their own turns. Before your turn, when Establishing the scene, the Narrator says "the monster prepares to lunge at you!" – that's a Threat, but it's still preventable. If you fail to stop this Threat with your next action, the Narrator might say "the monster snaps its jaws on your leg!" – these are the Consequences of not addressing that Threat.

Challenges are overcome by taking action: either with a successful Quick action or by taking a Detailed action and giving the Challenge a status that meets or exceeds one of its Limits; it's the Narrator's decision. When you're up against a Challenge, you can also take action to understand its abilities (Threats & Consequences) and how best to overcome it (Limits), again with either a Quick action or a Detailed one to discover valuable details.

It's very rare for a Narrator to allow a Hero to overcome a Challenge with a Simple action. Challenges are by definition dangerous and any engagement with them has an uncertain outcome, and so a roll will likely be involved.

SCENES WITH LOW OR NO STAKES

While the story is pushed forward by overcoming Challenges, many times the Narrator will have the Heroes spend a scene just talking with friends, or preparing themselves for future endeavours. In these low-stakes scenes the game loop progresses as normal, but there are no Threats, or only low-key ones. A camp or sojourn scene (page 179) also typically lack stakes.





There is no turn order or "initiative roll" in this game – instead, the Narrator chooses who goes next similarly to a writer or a film director choosing what to focus on.

Managing The Spotlight

It's the Narrator's choice who to give the spotlight to and therefore whose turn it is next. This decision can be based on the unique situation of each Hero in the scene, on dramatic considerations (what makes for better storytelling), or the players' seating order. The Narrator should divide the spotlight judiciously between all players, which often means completing a round before allowing a Hero to act again.

A Hero can retain the spotlight for an additional action if they spend Power on an **extra feat** (page 157), and the Narrator may also choose to keep the spotlight on a Hero, for dramatic flair or to allow them to take a follow up action, such as after a prep action (**Indirect Tags and Prep Actions**, page 153).

ACTING FIRST

To see if your Hero acts before something or someone else, the Narrator may give you the spotlight and ask you to make a roll, usually with a Quick outcome and involving speed and vigilance. If you succeed, you may keep the spotlight and act before whatever else happens. This assumes your Hero has a reasonable chance at acting first.

TAKING ACTION: “WHAT DO YOU DO?”

As a player, your main role in the game is to listen to the narration of the scene and then, when the spotlight is yours, pick up the storytelling to describe what your Hero is thinking and feeling, and ultimately what they are driven to do – their action.

Describe Your Action

All Hero actions begin with a description, by **saying what you do**.

You are not limited to any predetermined set of actions, but you must stay true to the inherent logic of the story. Just like in a legend, your Hero can...



What you describe is what your Hero is **trying** to do; the Narrator and the rules of the game help **determine the actual outcome of your action** within your shared story.

An action can take any length of time – from the blink of an eye to several hours or more – as long as fits the overall pace of the scene.





Determine The Outcome

Next, the Narrator decides how to arrive at the outcome of your described action, choosing between three ways:

THE SIMPLE WAY

The Narrator considers the situation, the Hero's tags, Challenges in the scene, the action's Might, and perhaps factors yet unknown to your Hero.

The Narrator **decides** if the action ends with Success, Consequences, or both.

The Narrator chooses the Simple way when:

- The outcome of the action is **certain** (certain Success, certain failure, and/or certain Consequences) based on the inherent logic of the story.
- The action is **not yet dramatic** enough to introduce the dice, and it's easier to just say what happens.

SUCCESS

The action unfolds as expected, or better, achieving its intended goal or overcoming an obstacle. The Narrator can also give you a useful tag or status.

CONSEQUENCES (p.160)

The Narrator decides on a narrative development detrimental to the Hero, and can give or remove a tag or status in a way that hinders the Hero.

THE QUICK WAY

The Narrator asks you to make a roll to determine the outcome. Together, you **count the action's Power** by invoking relevant tags and statuses - yours, your target's, around you, etc.:

- * +1 Power for each helpful tag
- * -1 Power for each hindering tag
- * Add the tier of the highest helpful status
- * Subtract the tier of the highest hindering status
- * +/-3 Power or +/-6 Power for Might (page 171)

You (the Hero) then **roll two six-sided dice**, add their results, add your Power, and compare the total to these categories.

The Narrator chooses the Quick way to introduce an element of **risk** with the dice, while still keeping the story moving.

Keep in Mind

- The final Power may be zero or negative.
- You can burn one tag for Power (page 158) to gain +3 Power instead of +1.
- Rolling double ones (1 and 1) always means Consequences without Success, while rolling double sixes (6 and 6) always means Success without Consequences, regardless of Power.

THE DETAILED WAY

The Narrator asks you to **count your Power and roll the dice** as in the Quick way, above; if you achieve Success, you express it by choosing how to **spend your Power** on different game Effects (page 154).

The Narrator chooses the Detailed way when they want to **break the conflict down** into a play-by-play, **measure** your success, or let you **define your own** success.

Keep in Mind

- When you Succeed you always have at least 1 Power to spend, even if you rolled with a Power of zero or less. (The Rule of Minimum One)
- The chosen Effects must match the action described.



10+

Success, as in Simple action. No Consequences.

9-7

Success & Consequences, as in Simple action.

6-

Consequences, as in Simple action. No Success.



10+

SPEND YOUR POWER:

- Add or scratch a tag (2 Power)
- Add or reduce a status (1 Power per tier)
- Discover a valuable detail (1 Power)

See advanced options on page 154.

No Consequences.

9-7

Success (as in 10+) & Consequences as in Simple action.

6-

Consequences, as in Simple action. No Success.



Common Simple Actions

Actions that center on **perceiving** the scene (looking, listening, smelling), **moving** around the scene, and **talking to other characters**, are all usually resolved using the Simple way.

- You say "I look Around the corner," and the Narrator replies "You see a guard patrolling by the garden gate."
- You say "I walk over to the tavern bar," and the Narrator says "Okay. You're there."
- You say "I say to Florian that he's looking mighty grumpy this morning," and the Narrator says "Florian chuckles but then becomes serious and asks you where you were last night during the village prayer."

The exception is when these actions have some **danger, drama, or difficulty** in them, for example, discerning someone's hidden feelings, running across a burning bridge, or convincing someone to do something they were not inclined to do. In such cases, the Narrator may opt for a Quick or Detailed outcome instead.

The Narrator decides whether perceiving, moving, or talking to other characters ends your spotlight, or whether you can keep the spotlight – keep looking around, keep moving, keep talking – until it leads to a more dramatic action.

Cut To The Chase

The Narrator has the final word on which tags apply to your roll. A player can make their case but don't spend too much time discussing tags – have the Narrator make a judgment call and move the game along. For a smooth game, it's important to establish an understanding about your tags (page 78).

Your Power may be further affected by Might (page 171).

Counting Power

When you use the Quick or Detailed outcome methods, your action's **Power** is determined by all the tags and statuses that **directly** affect your action, positively or negatively: your own, your opponent's or your target's, or in the environment.

For example, if your Hero is trying to carry a barrel of fish:

- Being *strong as an ox* **directly helps** the action.
- A barrel that is *very heavy* **directly hinders** the action.
- *Slippery* cobblestones **directly hinder** the action.
- Feeling *invigorated-2* **directly helps** the action.
- Being *charming* doesn't help or hinder the action. It's **irrelevant**.

Whenever you **count Power**, you invoke (call out) all the positive or negative tags that directly affect it; the Narrator can invoke more tags in the scene, or invoke your weakness tags, if you didn't do so. Then:

- You gain 1 Power for each positive tag.
- You lose 1 Power for each negative tag.
- You add the tier of the highest positive status to your Power.
- You subtract the tier of the highest negative status from your Power.

The final Power may be zero or negative.

Irrelevant tags don't count and are simply ignored when counting Power.

INDIRECT TAGS AND PREP ACTIONS

Indirect tags are tags that are only somewhat relevant, or that feel like a stretch to apply because they describe something too general. They *could* affect the outcome, but something more is required to make them impactful – an extra step.

To use them, you must first take a Detailed action and invoke these indirect tags to **create new tags or statuses** that are directly positive for your main action. For example, being *resourceful* doesn't help you carry a barrel of fish, but you can use it to build or find a *wheelbarrow* that would be directly helpful for carrying the barrel. This type of action to create tags that will help another action is called a **prep action**.

Broad tags (page 78) are more often indirectly helpful than directly helpful, which makes them slower and more risky to use, as they require an extra action, but they are more versatile and support many kinds of actions.

After your prep action, the Narrator may choose to let you keep the spotlight and continue to your main action – or not. To guarantee this, you can spend 1 Power on an **extra feat** (page 157) to keep the spotlight.

EXAMPLE ACTIONS & THEIR POWER

A comprehensive collection of further examples can be found in the *Action Grimoire*.

CLIMBING UP A LEDGE...

Hero:

<i>athletic</i>	+1
<i>rock climber</i>	+1
<i>climbing pick</i>	+1
reckless	-1

Power **2**

... WITH YOUR HANDS TIED...

Hero:

<i>restrained-3</i>	-3
---------------------	----

Power **1**

... IN THE RAIN.

Environment:

<i>raining-2</i>	0
------------------	---

(not the worst status)

Power **1**

Irrelevant

<i>inquiring mind</i>
<i>indebted-3</i>

Indirect

<i>attentive</i> ↘
<i>easy footholds</i>

TAMING A WILD BEAST...

Hero:

<i>animal handler</i>	+1
<i>calming whispers</i>	+1

Target:

<i>wild-2</i>	-2
---------------	----

Power **0**

... WITH THE BLESSING OF THE GODDESS...

Hero:

<i>blessed-2</i>	+2
------------------	----

Power **2**

... IN A BATTLEFIELD.

Environment:

<i>scent of death</i>	-1
-----------------------	----

Power **1**

Irrelevant

<i>leather armor</i>
<i>invigorated-1</i>

Indirect

<i>provisions</i> ↘
<i>sugar cube</i>

ASKING ABOUT A RUMOR AT A TAVERN...

Hero:

<i>sociable</i>	+1
<i>exchange stories</i>	+1
<i>carousing</i>	+1

Power **3**

... FULL OF GROUCHY LOCALS...

Target:

<i>grouchy-2</i>	-2
------------------	----

Power **1**

... WHO YOU'VE SWINDLED BEFORE.

Hero:

<i>bad reputation</i>	-1
-----------------------	----

Power **0**

Irrelevant

<i>intimidation</i>
<i>weak sword parry</i>

Indirect

<i>swindler</i> ↘
<i>a round of drinks</i>

BANDAGE A FIDGETY ALLY...

Hero:

<i>physician</i>	+1
<i>bandage wounds</i>	+1

Target:

bad patient	-1
-------------	----

Power **1**

... WITH FEW BANDAGES OR SALVES REMAINING...

Hero:

<i>short-on-supplies-1</i>	-1
----------------------------	----

Power **0**

... BUT WITH DETERMINATION.

Hero:

<i>focused-2</i>	+2
------------------	----

Power **2**

Irrelevant

<i>a compass</i>
<i>navigate by stars</i>

Indirect

<i>compassion</i> ↘
<i>increase focus</i>

Spending Power On Effects

Whenever you **spend Power** (most commonly, when you succeed in a Detailed action or reaction), you may spend it on the following **Effects**:

- * Add or give or recover a tag – **2 Power**
- * Scratch a tag – **2 Power**
- * Give a status – **1 Power per tier**
- * Reduce a status – **1 Power per tier**
- * Discover a valuable detail (page 155) – **1 Power**
- * Perform an extra feat (page 157) – **1 Power**, but only after at least 1 Power was spent on the main purpose of the action (That's why it's called an *extra* feat)

The Effects you choose must always make sense for the action you described. For example, you cannot describe harming someone and spend your Power on healing them, or on discovering something unrelated.

You may buy each Effect several times and can combine different Effects, but they must all make sense for the action you described.

When you succeed in an action or a reaction, you always have at least 1 Power to spend, even if your Power is zero or less. This is called the Rule of Minimum One.

EXAMPLES OF SPENDING POWER

A comprehensive collection of further examples can be found in the *Action Grimoire*.

CLIMBING UP A LEDGE...

Give yourself an *advancing-up* status; when you reach its Limit, you reach the top

TAMING A WILD BEAST...

Reduce the beast's *wild* status
Give the beast a *friendly* status
Remove its *ferocious* tag

ASKING ABOUT A LEGEND AT A TAVERN...

Discover new details
Get a local to draw you a *map* (create a tag)

BANDAGE A FIDGETY ALLY...

Reduce the ally's *wounded* status
Use an extra feat to make the bandages hold



TAG AND STATUS EFFECTS

Here are some things you can do with Effects that create or remove tags and statuses. Read more about story tags and statuses starting on page 164.

Against An Opponent Or A Target

- **Attack**, by giving your target a harmful status such as *wounded*, *offended*, or *cursed*
- **Disrupt**, by giving your target a hindering tag or status such as *weak spot*, *blinded*, or *tangled*
- **Influence**, by giving your target a compelling status (page 170) such as *convinced*, *beguiled*, or *threatened*
- **Weaken**, by removing your target's useful tag or status such as *shield*, *confident*, or *enraged*

For Yourself Or For An Ally

- **Bestow**, by giving yourself or an ally new abilities using tags, such as *sharp senses*, *basic spear training*, or *spell of lightning bolt*
- **Create**, by giving yourself or an ally new items or allies using tags, such as a *broom*, *potion of valor*, *fine cloak*, or *ethereal guardian*
- **Enhance**, by giving yourself or an ally a useful status such as *aiming*, *hopeful*, or *warded*
- **Restore**, by reducing or removing a harmful status or tag, such as *wounded*, *despaired*, or *coughing affliction*, or recovering a scratched tag

On A Process

- **Advance** the process by giving it a status such as *thawing* or **Set Back** the process by giving it an opposite status, such as *freezing*, or removing the progress status

DISCOVER

You can discover by recalling lore, through a conversation, by investigating the scene and searching for clues, or with a magic spell. When you do, the Narrator gives you a **valuable detail**, relevant to your subject and manner of inquiry. You can then ask a clarifying question or two, but further details might need to be discovered with more Power.

Alternatively, the Narrator may allow you to describe the valuable detail your Hero has found, letting you co-create some of the secrets of the story.



Should I Make A Tag Or A Status?

Create new tags when you make or summon new things or bestow new abilities or features. Create new statuses when you change the current condition of a person or thing. If you're not sure, use either.

Just One Power Left?

You can use your last Power to add a tag of a "lesser" kind: a single-use story tag (page 165).



🔥 TAKING ACTION: DELVE DEEPER

🔥 Success Grants A Narrative Shield

When an action Succeeds, it is completed in the way the Hero intended and becomes true in your story: the Hero smites the ghoul, catches the miller's son falling from a cliff, or crafts a beautiful ebony figurine.

This new 'truth' prevents other, contradictory truths from happening.

First, **it cannot normally be reversed without a Consequence**. If the Hero caught the falling miller's son, only a Consequence can make the Hero's grasp slip.

Second, **it is shielded from being reversed by Consequences for at least the duration of the turn**, if not longer. If the Hero caught the miller's son, but the action generated Consequences, the Narrator cannot use that subsequent Consequence to nullify what was achieved and have the Hero drop the miller's son.

Similarly, if a Hero successfully held back a swarm of imps with their massive shield, the Narrator cannot say the imps break through in the subsequent Consequence phase. The Narrator may choose to extend this "narrative shield" for a while longer, depending on the situation, giving the Success greater impact. In the next turn, they might say "despite scratches and screeches, you are still holding back those imps with your shield, for now." – thus temporarily putting on hold the Threat of the imps.

The **extra feat** Effect (page 157) allows the Hero to add additional narrative truths to the main Success of a Detailed action at the cost of 1 Power each. This can also be achieved in a Quick action by **Pushing Your Luck** (page 158) and achieving a Great Success. For example, the Hero that smote the ghoul can spend 1 Power to declare an extra feat of avoiding the ghoul's bite, preventing such a Consequence in that turn. The Hero who caught the miller's son can use a Great Success to pull the child back and away from the cliff, making sure he's safe for the rest of the scene.

Heroes can use this "narrative shield" to block certain Threats from materializing into Consequences and to block specific Consequences. A Hero can Successfully bake cupcakes for everyone in the village to prevent a nasty rumor from spreading, and it will be so, for a while. Or a Hero can spend 1 Power on an extra feat when they cast a spell to ensure the spell does not exhaust them.

Simple Actions With Power To Spend

When a Hero performs a routine action without Threats nearby, the Narrator may treat it as a Simple outcome but still allow the Hero to spend Power on Effects (page 154). The Narrator decides how much Power the Hero has. If the action causes a helpful tag to be scratched, that Power should be at least 3.

For example, if a Hero sips a *Potion of Strength* without nearby Threats, the Narrator may give them 1 Power to spend to gain *strengthened-1*. If the Hero gulps down the entire potion, scratching the tag, the Narrator may give them 3 Power to spend to gain *strengthened-3*.

Extra Feats

The extra feat is a catch-all Effect for something more a Hero gets out of a successful action. It must be achievable within the Hero's action as it was described. An extra feat affects only the narrative, without changing tags or statuses; those must be paid for with other Effects. It is ultimately up to the Narrator to decide what an extra feat can achieve.

Common extra feats include:

- **Keeping the spotlight for a follow-up action**, by completing the action quickly and deftly.
- **Preventing, countering, or defending from an incoming Threat**, in a manner that postpones it or acknowledges it enough to be considered **temporarily addressed**, such as preventing a counterattack after your strike or grabbing the arm of a friend hanging from a cliff. This prevents the Narrator from activating the Threat's Consequences during this action's Consequence phase, and possibly longer (see Blocking below), but doesn't prevent *other* Consequences.
- **Reaching a coveted position** before, after, or while performing the action, such as moving safely through a battlefield or casually stepping onto a podium while giving a speech.
- **Blocking an opponent** from getting what they want and **temporarily preventing** them from doing something or narrowing their options, such as holding enemies back, taunting a warrior to attack only you, or drawing attention away from an NPC so they don't get to speak yet. This block cannot be used to overcome a Challenge, only to constrain their upcoming actions; if you attempt to, the Narrator can ask you to give a status instead (to apply on a Limit, page 163). The Narrator can remove the block as Consequences (but not as Consequences of *this* action).
- **Grabbing something accessible** in a way that would not entail a struggle, such as snatching a torch from a sconce on the wall.
- **Obtaining something extra** in addition to Effects, such as getting the farmer to let you sleep in the barn in addition to the *provisions* you purchased, or impressing an NPC with your bowmanship.
- **Adding your own special flair to the action**, like making your spell explode with scintillating butterflies, and letting the Narrator decide how that affects those who witness it.

EXAMPLES OF EXTRA FEATS

Readyng a strike

Main Effect: Gain *aim*

Extra feat: ...and immediately attack.

Running away

Main Effect: Reduce *catching-up*

Extra feat: ...and close the door, to block them for now.

Examine the room

Main Effect: Discover new details

Extra feat: ...and avoid leaving any evidence.

Buy some fruits

Main Effect: Create *fruits*

Extra feat: ...and have the trader remember you fondly.

Addressing a Threat with an extra feat is a powerful tactic, allowing the player to have more control over the Narrator's choice of Consequences by preventing a specific turn of events. If the action resulted in Consequences, the Narrator still delivers some – just not of the kind the Hero was able to prevent.

炬 Drawing More Power —

Here are a few things you can do to gain more Power.

BURN A TAG FOR POWER

Before you roll, you may voluntarily scratch one (and only one) power or story tag that is directly helpful to your action to gain 3 Power (instead of the tag's usual 1 Power).

You cannot burn a single-use tag for Power.



PUSH YOUR LUCK

After you roll, if you rolled 10 or more, you may accept Consequences to achieve a Great Success in a Quick action (getting even more out of the Success, to the Narrator's discretion) or to gain +1 Power to spend in a Detailed action.

In a Quick outcome, a greater success means exceptionally good execution or an extra benefit (similar to an extra feat). The Narrator ultimately decides what this could mean for your action.

TRADE POWER (DETAILED ONLY)

Normally, you get the same amount of Power to add to your roll as you do to spend on Effects. However, in some cases, you may trade chance for effect or vice versa:

- **Throw caution to the wind:** If your final Power before the roll is 2 or less, you may reduce your Power by 1, roll, and if you succeed, you may spend your original Power plus 1.
- **Hedge your risks:** If your final Power before the roll is 2 or higher, you may add 1 to your Power, and if you succeed, spend your original Power minus 1.

炬 Helping Each Other —

A Hero may take an action to improve another Hero's next action, by creating positive tags or statuses that will increase their Power. For example, one Hero may make another hero *alert* to help them discern and avoid dangers.

You can also help during another Hero's action. With the Narrator's permission, when a Hero is counting their Power for an action or a reaction, one or more Heroes in the Fellowship may contribute one of their tags and add 1 Power to the roll.

This may happen only when the helping Hero is available to help, is able to help, and when their help is directly useful. A helping tag cannot be burned for Power.

There's a reasonable limit to how several Heroes can help with a single action, determined by the Narrator and the tags used. A *strong* Hero can help a fellow Hero break through a door, but not if it's in a very tight passage. A *quick-fingered* Hero can't help a fellow Hero pick a lock; they should instead take action to teach them *some lockpicking tricks*.

Helping usually places the helper in the same situation as the acting Hero, so it may mean they suffer Consequences together, or their weaknesses might affect the acting Hero's action (they mark Improve as normal).

炬 Acting Together —

When a number of Heroes act together as a group, such as when the Fellowship travels through a dangerous region, the Narrator may opt to use a single roll for the group. When counting Power, each Hero may contribute a single tag that represents their most significant contribution to the joint effort (Fellowship relationship tags count against this maximum of one tag per Hero). One Hero may burn a tag for Power, if possible. Any or all of the Fellowship theme power tags may be invoked as well, if they are relevant. The outcome affects the entire group.

If the Fellowship has an expert in an endeavor they take together, such as a skilled ranger during travel or master diplomat in a royal visit, don't take a group action; instead, have the expert take the action, leading the way, with the other Heroes providing help.

Making A Sacrifice

There are moments in your story when your Hero is willing to put a lot at risk to achieve their wish: when a Milestone on their Quest is finally within reach, or when they want to stop someone they love from being harmed.

Making a sacrifice is a type of Quick outcome where you accept certain severe Consequences to achieve something extraordinary. However, unlike a normal Quick outcome, you do not add any Power to your roll.

Describe your action and choose your level of Sacrifice: Painful, Scarring, Grave.

The Narrator will say what you can achieve with a Success at this level of sacrifice. You may still amend your Sacrifice or walk away.

Roll the dice. At the Narrator's option, they may tell you to add a number to the total before you roll (*Vol. II*, page 78).

- **If you rolled 10 or more, it is a Miracle.**

You Succeed and your Sacrifice is lessened by one level.

- **If you rolled 7-9, it is Fate.**

You Succeed but pay in full the Consequences of your Sacrifice.

- **If you rolled 6 or less, it is In Vain.**

You pay in full the Consequence of your Sacrifice, but nothing comes out of it, or things go terribly wrong. The Narrator may add further Consequences (especially **Ill Tidings**).



SACRIFICE CONSEQUENCES

EXAMPLES OF SUCCESS

Painful	Scratch all tags in a relevant theme (only one tag if lessened)	Achieve something unlikely or that would normally take much longer or require much more resources. Match the Might of a Challenge one level higher or lower than you have in this situation for the duration of a scene.
Scarring	Replace a relevant theme	Achieve something extraordinary. Match the Might of a Challenge two levels higher or lower than you have in this situation for the duration of a scene.
Grave	Take a tier-6 status without lessening	Achieve something impossible. Save someone from certain death or bring them back from the dead (if the moment allows for it).



CONSEQUENCES

Your Hero's actions can result in Consequences in one of three cases:

- When you **ignore or fail to address a Threat**
- When your **action generates Consequences**, such as the Narrator deems it as the outcome (Simple) or because of your roll (Quick or Detailed)
- When the Narrator decides to **invoke one of your weakness tags** in a relevant situation (you then mark Improve on that theme)

The Narrator decides which Consequences to apply and they are not limited with how many Consequences to deliver or how severe. When applying Effects, the Narrator does not need to spend Power, unlike the Heroes.

Types Of Consequences

Consequences are any kind of negative story developments and twists such as:

- **Blocked:** You lose the chance to act, reach a goal, or find a lead, or a certain course of action becomes unavailable for you, forcing you to find another way.
- **Complication:** You are placed in an uncertain, undesirable, or awkward position.
- **Exposure:** Someone starts paying attention to you, finds out what you're trying to hide, or reveals they are aware of something you thought hidden.
- **Ill Tidings:** Something terrible or grim happens around you.
- **New Challenge:** A new, unexpected Challenge appears at the scene.
- **Yes, But...** (only when you achieve Success): Your success is somehow partial, delayed, or conditioned.
- **Negative Effects:** You receive undesirable tags or statuses. These may include:
 - Give you or an ally a negative tag or status
 - Give a Challenge a positive tag or status
 - Scratch your tag, or reduce your positive status
 - Scratch a negative tag or reduce a negative status on a Challenge
 - Advance or set back a process tracked with a status

EXAMPLE CONSEQUENCES

BLOCKED

"The letter tumbles out of your hands and into the gushing river! **You won't find it again.**"

"The hefty ruffian **blocks the entrance to the tavern.** 'Entry by invite only!'"

"The strange cat escapes into the woods. **It won't be back**, not for a while."

COMPLICATION

"The cave network is so confusing, **you no longer know where you are.**"

"She apologises, and asks you to **stay on guard duty for another shift.**"

"The bag's empty, **there's no food left.**"

EXPOSURE

"The urchin shouts: '**I know you**, you're the miller's daughter!"'

"The fanged creature turns its head sharply.
It spots you!"

"By the look on the shopkeeper's face, **she already knows what you're planning.**"

ILL TIDINGS

"In its fury, the wild bear swats and mauls the helpless villagers, **killing many.**"

"The guards lead your friend away in chains. **You may never see him again.**"

"The messenger stutters, in disbelief. '**Stormhelm has... has fallen**, milord.'"

NEW CHALLENGE

"You stumble into a **hornets' nest!**"

"At the worst time, **the constable** shows up."

"It wasn't just a distant rumble – the snow on the mountain is **moving**. It's **an avalanche!**"

YES, BUT...

"You are able to eavesdrop on the goblins but because of the noise, **you only pick up some of the words.**"

"You've managed to cobble together a makeshift raft, **but it won't last long in these rapids.**"

"You emerge from the Witchwood alive, **only to find you are miles from where you thought.**"

EXAMPLE NEGATIVE EFFECTS

GIVE A NEGATIVE TAG OR STATUS

"The birds descend upon you. Take *distracting crows*."

"This was more than you bargained for. You're *winded-2*."

"One of the archer's arrows pierces your body. You're *wounded-4*."

"This whole situation makes you *upset-1*."

SCRATCH YOUR TAG OR REDUCE YOUR STATUS

"Hearing these mocking words, you no longer feel *confident-2*."

"The force of the blow knocks your *arming sword* out of your hand."

"Your prayers cannot ward off this evil much longer, reduce *warded-2* to *warded-1*."

GIVE A CHALLENGE A POSITIVE TAG OR STATUS

"The duelist picks up your *arming sword*, now armed with two blades."

"The thief disappears in the marketplace, becoming *hidden-3*."

"You step on a twig, and the beast perks its ears. It is now *alert-2*."

SCRATCH A NEGATIVE TAG OR REDUCE A NEGATIVE STATUS ON A CHALLENGE

"Seeing this, the alderwoman is no longer *convinced-2* that she should help you."

"The clever sellsword compensates for their *blind spot*, avoiding your attacks."

"The wildling drinks some decoction, and shakes off your last blow, reducing *stunned-3* to *stunned-1*."

ADVANCE OR SET BACK

"The hour grows late, *time-passes-1*."

"Thick hide grows on the man's skin, and long claws extend out of his hands. He is *transforming-2*."

"The chanting goes on, and the air is abuzz with some dark presence, causing *ritual-progress-1*."

"Rats infest the granary, reducing *winter-preparations* by 2 tiers."

Reactions



When you take Consequences, the Narrator may allow you to make a roll to react to them and possibly **lessen** their Effects.

Count your Power and roll, in the same way you would for a Quick outcome. Compare the total to these categories:

◆ 10+

Spend your Power plus 1, on any Effect

◆ 9-7

Spend your Power, only to lessen the Consequences

◆ 6-

Suffer the Consequences as-is

Your Hero may **only invoke reactive or passive** tags and statutes, such as *armor*, *good instincts*, *alert*, *shielded*, or a *counterspell*. This is not your action, but merely a reaction.

Tags invoked in an action can't be invoked in the reaction that immediately follows (in the same turn). You can't "double dip". This is because that tag has already played its part in the chain of events that led to these Consequences, so it cannot help you again to lessen them.

The incoming tags or statuses don't apply. The negative Effects given by the Consequences, the ones you are rolling to lessen, don't affect your reaction's Power because you still didn't receive them.

You get a minimum of 1 Power to spend, even if you rolled with a Power of zero or less (The Rule of Minimum One). On a total of 10 or more, you get a minimum of 2 Power to spend.

If another Hero is in a position to help, the Narrator may allow them to contribute one of their tags to your reaction's Power (**Helping Each Other**, Vol. I, page 158).

The Narrator may allow you to take a reaction **even outside of your turn**, such as if you're affected by another Hero's Consequences, or if another Hero acts against you.

LESSENING THE CONSEQUENCES

Lessening the negative Effects of Consequences costs the same as creating these Effects:

- Prevent a story tag from being added – **2 Power**
- Prevent the loss of a power or story tag – **2 Power**
- Avoid incoming status – **1 Power per tier**
- Avoid losing existing status – **1 Power per tier**

OTHER EFFECTS

When you roll 10 or more on a reaction, you may spend your Power not only on lessening the Consequences but also on any other Effect. This represents a poised reaction, one which allows you to turn things in your favor. Like when taking action, you are limited to what is reasonably achievable by your described reaction (Narrator's call).

You may, for example:

- Use an extra feat to gain the spotlight and take an action, such as a counter attack.
- Use an extra feat to push your opponents back or move around the battlefield unhindered.
- Discover something new about the situation, including your opponent's moves (Threats & Consequences), durability (Limits), or weaknesses.
- Give your opponent a status or tag, such as *off-balance*, *taunted*, or *weak spot*.
- Reduce a negative status or tag, such as recovering from being *surprised* or *prone*.
- Gain or regain a positive status or tag, like becoming the *center-of-attention*, or grabbing a *bar stool*.
- Remove or reduce your opponents advantage, such as *upper-hand* or *position of power*.

Narrative Consequences cannot be avoided with a reaction. They already happened and have been announced in the story – at this point, it's too late. On rare occasions, the Narrator may allow a well-positioned Hero to use a reaction to stop such a Consequence, by treating it as a Quick outcome.

*When you act, consider keeping some of your more versatile tags for the reaction. For example, *swordsmanship* can be used to land a blow against a foe, but also to parry or block, to diminish a counter attack.*

EXAMPLE REACTIONS & THEIR POWER

A comprehensive collection of further examples can be found in the *Action Grimoire*.

BLOCKING AN AXE STROKE (LESSEN *wounded*-3)...

Hero:

<i>parry</i>	+1
<i>chainmail</i>	+1
<i>round shield</i>	+1
Power 3	

...OF A HEAVY AXE...

Opponent:

<i>heavy axe</i>	-1
Power 2	

...WIELDED BY A RAGING SKIRMISHER.

Opponent:

<i>enraged</i> -1	-1
Power 1	

Irrelevant

<i>flower wreath</i>	
<i>sad</i> -2	

Indirect

<i>cunning</i> ↘	
<i>feign a dodge</i>	

LEAPING AWAY FROM A GIANT SPIDER'S TRAP (LESSEN *webbed*-2)...

Hero:

<i>quick reflexes</i>	+1
<i>tumble away</i>	+1
▼ <i>restrictive armor</i>	
	-1

Power 1

... WHILE MILDLY INEBRIATED...

Hero:

<i>inebriated</i> -2	-2
Power -1	

... SWINGING FROM A NEARBY CHANDELIER.

Environment:

<i>chandelier</i>	+1
Power 0	

Irrelevant

<i>great jokes</i>	
<i>a sunny day</i>	

Indirect

<i>monster lore</i> ↘	
<i>giant spider traps</i>	

HOLDING ON TO YOUR AUTHORITY (LESSEN REMOVED *royal emissary*)...

Hero:

<i>stiff upper lip</i>	+1
<i>sharp retort</i>	+1

Power 2

RESISTING A SPELL OF BEGUILMENT (*lessen beguiled*-5)

Hero:

<i>strong spirit</i>	+1
<i>warded</i> -3	+3
Power 4	

... WHILE SHOWING CONFIDENCE

Hero:

<i>confident</i> -2	+2
Power 4	

... DESPITE RIDICULING RUMORS.

Hero:

<i>embarrassing past</i>	-1
Power 3	

Irrelevant

<i>tales of the ancients</i>	
<i>hastened</i> -3	

Indirect

<i>pocket mirror</i> ↘	
<i>increase confident</i>	

... WITH WHOM YOU ARE IN LOVE.

Hero:

<i>in-love</i> -4	-4
Power -1	

Irrelevant

<i>strong as an ox</i>	
<i>ostracized</i> -5	

Indirect

<i>martial training</i> ↘	
<i>self discipline</i>	

EXAMPLES OF SPENDING POWER (REACTIONS)

A comprehensive collection of further examples can be found in the *Action Grimoire*.

BLOCKING AN AXE STROKE (*wounded*-3).

Lessen the Consequences
Shove the attacker back (extra feat)

Counter attack (extra feat)

LEAPING AWAY FROM A GIANT SPIDER'S TRAP (*webbed*-2)

Lessen the Consequences

Grab a torch as you tumble (extra feat)
Recover from being surprised earlier

HOLDING ON TO YOUR AUTHORITY (REMOVE *royal emissary*)...

Lessen the Consequences

Make them reveal an unintended detail (discover)
Gain *imposing*

RESISTING A SPELL OF BEGUILMENT (*beguiled*-5)...

Lessen the Consequences

Give your opponent *shocked*
Gain *clarity of thought*

STORY TAGS

During play, your Hero may gain and interact with STORY TAGS, which are impermanent tags. Unlike your Hero's power and weakness tags, they can be either helpful or hindering depending on the situation, and they come and go more easily. Story tags are recorded on **tracking cards** or in the backpack section of your **Hero card**.

Story tags are a versatile tool that can be used to describe many things in the game:

- Items and beings your Hero creates, rallies, or summons, like a *makeshift spear*, *local militia*, or *forest spirit*
- Qualities and abilities, whether new ones you bestow on others or those of your adversaries, like a *aura of fire*, *curse of clumsiness*, or *invisibility*
- Things in the environment, like a *bale of hay*, *heavy rain*, or an *ancient ward*

Story tags can be attached to anything, including your Hero, their allies, objects, Challenges, and the environment or the scene. Challenges often enter the scene already having some story tags.

Story tags are temporary. They expire and are removed from play when they no longer make sense in the story, for example when a *spell of protection* has run its course or when you come in from the *thick mist* into a warm, well-lit tavern. Some might require effort to be removed, such as a *curse of false visions*.

Using Story Tags

- Story tags can be invoked in an action as either helping or hindering giving or taking away 1 Power accordingly. However, invoking a hindering story tags doesn't let you mark Improve, unlike weakness tags.
- You can burn your Hero's story tags for Power (**Drawing More Power**, page 158). This is especially appropriate for story tags that represent consumable items.
- You can create or scratch a story tag by spending 2 Power.
- The Narrator can create or scratch story tags at any point, including during a player's action, although the adding of negative story tags (or the unwanted removal of story tags) is usually done as Consequences. You can **lessen** story tag Consequences by spending 2 Power per tag.

Story tags are highlighted in yellow.



Ally Actions

Allies represented as power or story tags or themes act in the same way the Hero does. The Narrator rules whether the ally gets their own spotlight or whether the player must give up their Hero's spotlight whenever they want to act with their ally. Allies take Consequences and reactions independently of the Hero and may have their own limits, set by the Narrator.

SINGLE-USE STORY TAGS

When spending Power, if you only have 1 Power left to spend, you may create a single-use tag. This tag adds 1 Power to your roll, as normal, but once invoked, it is scratched. Single-use story tags cannot be burned for Power (**Drawing More Power**, page 158). Scratching a single-use story tag costs 1 Power.

CONSUMABLE STORY TAGS

Consumable items represented by story tags may include potions and remedies, food and other perishables, ingredients, scrolls and talismans that burn when used, one-time graces booned by the gods, and such. When a consumable item is consumed entirely in an action, the player should burn its story tag for Power (page 158), to reflect the greater effect derived from its one-time use. Consumable story tags can also be used normally to provide 1 Power per tag, in which case it is assumed the Hero is rationing the use of this consumable item to gain multiple uses with smaller effect.

Story Themes

You can make story tags into **STORY THEMES** by adding more tags to them to describe their features. This makes whatever they describe more important and more impactful in the story.

For example, a *magic lantern* can have additional tags such as *reveals the dead* and *dispel illusion*, making the lantern especially useful for those activities.

The Narrator can add a negative story tag to round out a story theme, such as the lantern being *difficult to light*. This is not a weakness tag, it simply describes a flaw or an issue and is therefore usually hindering. It can be removed with Effects, but as long as the theme remains, the Narrator can reintroduce it.

EXAMPLE STORY THEMES

These examples mirror Hero themes by featuring two additional tags and a negative one, but this is not a requirement.

A Good Longbow

full quiver
long range
❖ requires strength

Provisions

trusty rope
warm clothes
❖ wasteful use

Map of the Realm

all the back roads
known monster nests
❖ ink runs when wet

Local Militia

pitchforks
committed to the cause
❖ untrained

Magic Lantern

reveals the dead
dispel illusion
❖ difficult to light

Glorn, The Wayguide

scout ahead
knows these parts
❖ sour disposition

Hedge Golem

sprout vines
towering hulk
❖ slashing weapons

The Goddess's Blessing

avert accident
sense danger
❖ visible to witches



STATUSES

Statuses are special tags that represent a character's current conditions such as *wounded* or *impressed*. They have a tier indicating their intensity from 1, mild, to 6, which is deadly or transformative. Statuses are recorded on **tracking cards**, by marking the numbered box corresponding to their tier.

Statuses can be used in myriad ways, such as:

- To track wounds and injuries (*bleeding, poisoned*)
- To compel other characters to act (*convinced, charmed*)
- To show mood, feelings, and disposition (*friendly, raging*)
- To represent tactical advantages and disadvantages (*prone, distracted, off-balance*)
- To track progress, for example, of a ritual (*progressing*)
- To boost (buff) your allies (*blessed, hastened*) and hinder (debuff) your foes (*hobbled, drained*)

Statuses can be attached to anything, including your Hero, their allies, objects, Challenges, and the environment or the scene. Challenges often enter the scene already having some statuses.

Statuses are temporary. They expire and are removed from play when they no longer make sense in the story, for example when a *prone* Hero was able to get up or when a *humiliated* evil queen had had enough time to restore her dignity. Some might require effort to be removed, such as *wounded* or *cursed*. A status that exceeds a Limit (page 169) becomes permanent.

EXAMPLE STATUSES

COMBAT

wounded
parrying
blinded
poised
shielded

MENTAL CONDITIONS

disoriented
afraid
intoxicated
focused
oblivious

SOCIAL & EMOTIONAL

respected
convinced
heartbroken
hostile
beguiled

NEGOTIATION & COMMERCE

tempted
tight-lipped
outraged
hefty-purse
indebted

TACTICAL

alert
hidden
exposed
surprised
tangled

ENVIRONMENTAL

burning
drowning
foggy
teetering-on-the-edge
broken

PHYSICAL CONDITIONS

fatigued
poisoned
hungry
invigorated
paralyzed

PROGRESS TRACKERS

time-passes
ritual-progress
transforming
filling-up
faction-respect

Statuses are highlighted in green and are followed by a dash and a number, their tier.



Some statuses, like *poisoned*, represent dangerous situations that are themselves Challenges.

Using Statuses

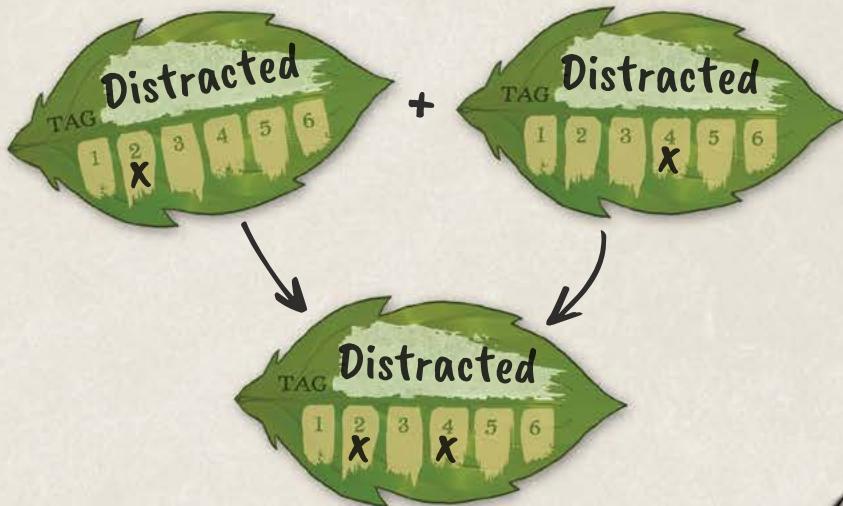
- When you take action, you add the tier of the **most helpful** status to your Power and subtract the tier of the **most hindering** status from your Power.
- You can create statuses or reduce their tier (to the point of removing them if reduced to zero or below) by spending 1 Power per tier.
- The Narrator can create or remove statuses as Consequences. You can **lessen** such Consequences by spending 1 Power per tier. Some Challenges or environments can enter the scene already having some statuses.

Increasing Statuses (Stacking)

When a status already exists in the game, you increase its tier by creating another status with the same or similar tag. For instance, an opponent who is *distracted-2* can be made even more distracted by giving them a new *distracted* status. The Narrator rules on which statuses stack and which exist independently; for example, *wounded* and *bleeding* may stack, because they are similar.

When a stacking status is gained, add it to the same tracking card by marking the box corresponding to its tier. **The tier of a status is always the highest box marked on its tracking card.**

For example, if you already were *distracted-2* (and marked the second box) and then gained *distracted-4*, add a mark in the fourth box. The new tier is 4.



(Stopping) The Death Spiral

Normally, a status can affect an action that will increase it. For example, a **humiliated** character may be more vulnerable to further ridicule, reducing their ability to lessen incoming **humiliated** statuses. Similarly, being **wounded** may detract from a character's fighting, leading to further Consequences and injuries.

This logic makes statuses more grave, because taking any status already puts the receiver, Hero or Challenge, on a path to defeat. In turn, this can make conflict more fast-paced and the outlook of the story more grim, an effect known as the **Death Spiral**.

Deciding together with the group, the Narrator may wish to slow things down and stop the death spiral by categorically not allowing statuses to apply to actions that would increase them. This can create a more relaxed setting where taking a status doesn't spell defeat and characters have time to turn things around.



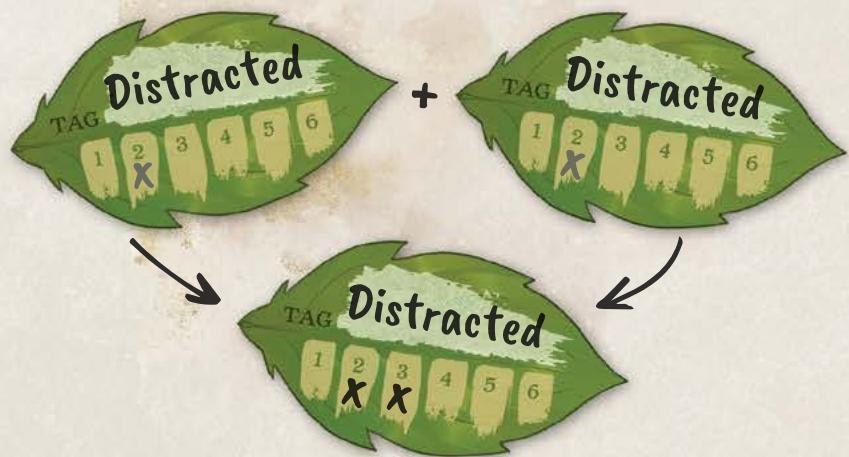
Adding lower statuses to higher statuses can eventually increase its tier. Initially, marking the lower boxes doesn't change the tier, but as the lower boxes fill up, there is a greater chance that the next low-tier status will spill over to a higher tier.

For example, if you are *distracted-4* with box 2 marked, and gain *distracted-3*, the status still counts as 4; but next time you gain *distracted* of tier 2, 3, or 4, it will become tier 5 as this status spills over to the first empty box to the right.

Normally, a status doesn't affect the Power of an action to remove it. If a healer attempts to bandage a *wounded-2* brigand, the *wounded* status does not directly hinder that action.

A status hinders its own removal only when it is especially egregious or persistent, such as *terribly-cursed-4*, or when a Hero is trying to heal themselves and the status is getting in the way, for example, if the *wounded-2* brigand attempts to bandage their own wounds.

If the box corresponding to the tier you are adding is already marked, mark the next empty box to the right. For example, if you're adding *distracted-2* to *distracted-2*, the second box is already marked, so you mark the third box instead. The new tier is 3.



Reducing And Removing A Status

When you reduce a status, move all the marked boxes left by the number of tiers you reduced. Marks pushed below 1 are removed. The highest remaining mark is the new tier of the status. If all marks are pushed below 1, the entire status is removed. For example, reducing *blessed-4* by 3 tiers results in *blessed-1*.



LIMITS

Every Hero and many Challenges have a **Limit** – a number between 1 and 6 – of how much they can take of a given status.

If a Hero or Challenge takes a status with a tier equal to that Limit, they are **overcome** (defeated) and cannot take any more actions related to that status: if they are **restrained**, they cannot move, and if they are **humiliated**, they cannot speak in public. This is known as **maxing out a Limit**.

Limits can determine the outcome of a scene. If the Heroes overcome the scene's Challenges, they may achieve their goals, whereas if the Heroes are overcome, things can take a turn for the worse for them.

If a status's tier ever **exceeds** a Limit, its effects are long-lasting or permanent, spelling death or a deep transformation, when appropriate.

Your Hero's Limit is always 5, for all statuses. At tier 6 your Hero might die but could also instead be transformed or shaken to their core. The Narrator may choose to change some of your themes and associated tags to reflect the deep change your Hero underwent. For example, if you were **ostracized-6** by your village, perhaps you become a **Vagabond**, or if you were **killed-6** by a vampire, perhaps you become one (**Vampire**).

Challenges have different Limits for different ways in which they can be overcome. A wild boar could be **hurt 4**, **scared 4**, or **bonded 4**; while a spirit of pestilence can be **purged 5** and **appeased 3**. Some Challenges are **immune** to some statuses, listed as having no maximum for that Limit. For example, the spirit of pestilence may be immune to physical harm, or **hurt -**.

The Narrator is not required to reveal a Challenge's Limits to you – your Hero usually has to take action in order to discover them.

Limits are highlighted in red and are followed by a number in a shield  denoting their maximum. The shield can be stylised as parentheses: **convinced(4)**.

Lowering Hero Limits

Depending on your shared story, the Narrator may decide together with the group to make the game more bleak and deadly by lowering the default Limit for Heroes to 4 (5 is permanent) or even 3 (4 is permanent). Heroes must then rely more heavily on their tags to shield them from incoming statuses, and will become more wary of the perils on the journey, as Hero demise becomes more likely.

Progress Limits

Limits can be used to track an impending turning point in the narrative. These can be a process that must be completed, like a harvest, a journey, the crafting of a masterpiece, a ritual, a transformation; or an approaching moment in time, like the coming sunset in Gerrin's journey (page 35), an impending invasion, or a room filling up with water. Such Limits are called **progress Limits**.

When a progress Limit is maxed out (its status tier reaches the Limit), **something happens in the narrative and the Narrator may add Effects to match**.

This could be a desired outcome for the Heroes, such as completing the harvest in time and knowing the village has food for the winter, or completing the delicate concoction of a special potion, for which the Narrator boons the Hero a story tag, story theme, or status. Or, it may be an undesired outcome that is represented by Consequences: a friend transforms into a monster (a new Challenge), the Heroes arrive too late to avert a disaster, and so on.

ADVANCE USE OF STATUSES

Polar Statuses

Some pairs of statuses are the polar opposite of each other: *hot/cold*, *friendly/hostile*, *hidden/exposed*, and so on. A Hero or a Challenge can never have two opposing polar statuses at the same time. Instead, when a character receives a status that is the opposite of an existing status they have, remove a number of tiers from the greater status equal to the tier of the lower status. If the incoming status is greater, change the tag of the status to the new polarity.

For example, if a character who is *hostile-3* takes a *friendly-2* status, they become *hostile-1* ($3 - 2 = 1$). If the same *hostile-3* character took *friendly-4* instead, they would become *friendly-1* ($3 - 4 = -1$).

Compelling Statuses

A compelling status includes a directive, explicit or implicit, which compels the target to act in a certain way. This could be *enraged*, *hypnotized*, *charmed*, *friendly*, *convinced*, and so on.

A Hero's compelling status hinders every action that goes against the directive of the status.

A *calmed* Hero finds it more difficult to take aggressive action, for example. If the directive is to take specific action, such as *goaded-to-attack*, trying to avoid it by doing nothing requires an action that is hindered by the status (see Gerrin resisting the temptation of the Creature, page 41).

The Narrator decides how compelled Challenges act. The compelling status can also help the Heroes lessen the Consequences delivered by that Challenge. For example, if a Hero gives a Challenge *charmed-3* and the Challenge attempts to harm the Hero, the hero may use *charmed-3* as a helpful status when lessening the Effects, because the Challenge is hindered by a compulsion not to harm the Hero.

When a compelling status reaches a character's Limit (page 169), it can no longer be resisted – the character must follow the directive. When it exceeds the Limit, it becomes permanent.

Defensive Statuses

Normally, a Challenge's defensive status, such as a sellword's *parrying-2*, reduces the Power of a Hero's sword stroke; a Hero's defensive status, such as *warded-against-magic-1*, increases the Power of their reaction against magic. Such a status slows down an opponent's ability to max their target's Limits. Besides attacking each other to max out Limits, Heroes and Challenges can also take actions to remove each other's defensive statuses, if they are able, exposing their target to greater damage.

Some statuses instead offer an “ablative” defense, by being the polar status of a Limit. The status doesn't affect the Hero's actions or reactions, but it must be removed completely before the desired, opposite status can be applied against a Limit. For example, a *hungry-3* monster cannot begin to be *sated 4* before *hungry-3* is removed. The Power of actions to feed the monster is not reduced by *hungry-3*, it just takes longer and more Power to feed it until it is *sated*. First, *hungry-3* must be reduced to zero, and only then *sated* statuses can be applied.

A defensive status can be both standard and ablative. With a Challenge who is *zealous-4* and must be *convinced 3* against their faith, all actions to convince them will be negatively affected by *zealous* and, in addition, these actions must first remove *zealous* before they can start giving the Challenge *convinced* statuses.

It is up to the Narrator to choose how each defensive status is used – standard, ablative, or both – and to communicate this to the players.

*A player who does not want to follow a compelling status may ask the Narrator to trade it with another status of the same tier that shows the outcome of their deep resistance to the directive, such as *fainted*, *catatonic*, *heartbroken*, etc.*

MIGHT

Characters in your story can vary greatly in size, social standing, or sheer power. A dragon is mightier than a farmer, a renowned swordsman is mightier than the village blacksmith, and a secret society of builders is mightier than a single builder. One can achieve things the other can only dream of, and yet even the lowliest peasant can trick the greatest sorcerer.

Similarly, **some tasks demand more might than others**. Whittling a spoon from a piece of wood does not require as much skill as crafting a magical ring, and climbing over a low stone wall cannot be compared to climbing a towering, sheer mountain cliff with one's bare hands.

The Might rules given here allow you to represent situations in which your Hero is Mightier than the task they are attempting, or when the task they are attempting is beyond their Might. In these situations, called **Favored** and **Imperiled** respectively, your Hero receives a bonus or a penalty to the Power of their action and the Consequences they take decrease or increase accordingly.

A TOOL FOR EMPHASIZING POWER GAPS

Like when counting Power (page 152), Might relies on the Narrator's interpretation of the situation, the Hero's theme tags, and the Challenge's Mighty aspects. The following guidelines help the Narrator and Heroes envision what Might can be in your game, but ultimately Might is a tool in the hands of the Narrator to signal to the Heroes:

"Now you are in over your heads..." (Imperiled) or "Now your ability can shine!" (Favored)

In doing so, the Narrator emphasizes the different power levels in your story.

Determining Might

There are three broad levels of Might (for a more accurate scale, use **Detailed Might**, page 177):

- **Origin**, for what is ordinary. This is the baseline Might of an ordinary person or task in all matters.
- **Adventure**, for what is exceptional.
- **Greatness**, for what can shape the world.

When To Use Might

The Narrator may decide to use Might when a Hero takes an action...

- That is against a Challenge that is Mighty in the action's aspect.
- To achieve results or face a foe that are unusually large, numerous, great, or powerful, such as facing a whole gang as a lone guard, or undoing the magic of an Archmage.
- In an arena that is especially big, important, or otherwise imposing, such as addressing the city council, or finding a thief hiding in one of the city's many alleys.

Might can apply in different aspects, domains, or matters, including:

- **Prowess or skill**, such as that an apprentice, journeyman, or master
- **Size**, such that of a human, troll, or titan
- **Numbers**, such as a handful, a band, or a horde
- **Social influence**, such as local, far-reaching, or realm-wide
- **Magical power**, that is weak, formidable, or incredible

Might is always a combination of level and aspect. Adventure in influence, Greatness in magical power, Origin in money, Adventure in battle prowess, and so on.

An individual often has not a single but several Mighty aspects.

They may be Mighty (Adventure or Greatness) in some fields and ordinary (Origin) in others. A troll may have Mighty size and strength (Adventure in size), but may also be dirt-poor (Origin in money) or have no social clout (Origin in influence).

A HERO'S MIGHT

A Hero is Mighty in the aspects covered by their Adventure and Greatness themes, and in all other matters they are of Origin level. The **King of the Riverlands** (Greatness in influence), when attacked by an assassin in his bedchambers, is just a man (Origin in fighting), unless the king happens to have a relevant Mighty theme, such as **Veteran of Many Battles** (Adventure in fighting).

The aspects in which a Hero or a Challenge has an Adventure or Greatness Might level are called their **Mighty aspects**.

You don't have to invoke tags from your Adventure or Greatness themes in an action to be considered Mighty in those fields. Having the theme is enough.

A Fellowship theme of Adventure or Greatness Might can also affect a Hero's actions in the aspects to which it applies. A Fellowship of a renowned theater troupe can have an exceptional reputation (Adventure in influence).

EXAMPLES OF HERO MIGHT ASPECTS

Village Smith

Blacksmith

Skill or Trade
(Origin in skill)

Strong as an Ox

Trait
(Origin in strength)

Heart of Gold

Personality
(Origin in emotion)

Heirloom Longsword

Relic (Adventure in fighting, when wielded)

Origin in all other matters

Demon Abjurer

Warding Invocations

Magic

(Adventure in warding magic)

Denizens of the Unseen

Knowledge

(Adventure in occult knowledge)

Mystic Pilgrimage

Past

(Origin in mysticism)

Caravan Folk

People

(Origin socially)

Origin in all other matters

Sellsword

Formidable

Weaponmaster

Prodigious Ability
(Adventure in fighting)

Forged in War

Past

(Origin in warzone survival)

Contract Work

Duty

(Adventure in profession)

Respected Leader

Influence

(Adventure in leadership)

Origin in all other matters

Heavy-Hearted Monarch

Monarch

Dominion
(Greatness in political power)

Impregnable Stronghold

Possessions
(Greatness in battle, when inside)

Band of Swords

Companion
(Adventure in battle)

Prophetic Visions

Trait
(Origin in divination)

Origin in all other matters

A CHALLENGE'S MIGHT

A Challenge's Mighty aspects are determined by the Narrator, or listed in the Challenge Profile (Vol. II, page 106). An archmage can possess all-powerful magic (Greatness in magic), a giant is Mighty big (Adventure in size), while a scheming royal advisor can be difficult to outsmart (Adventure in cunning). In all other aspects, the Challenge is at Origin level.

Sometimes the Narrator will not reveal a Challenge's Mighty aspects, if they're not apparent (being huge is a clear giveaway!), and you must take action to discover them.

AN ACTION'S MIGHT

An action is Mighty if it requires exceptional (Adventure) or world-shaping (Greatness) ability to accomplish. For example, building a boat fit for a dozen people (Adventure in crafting) is a Mighty endeavor due to its size and the expertise required. Fighting a militia platoon (Adventure in numbers) is an exceptional feat for a lone ordinary swordsman, while fighting an entire army (Greatness in numbers) all lonesome is nothing short of legendary.

Some Challenges have a **Vulnerability**, a hidden feature which negates their Mighty aspect. When exploited, the Challenge is considered Origin level in that aspect. Take actions to reveal Challenges' Vulnerabilities!

Engaging a Challenge directly in their Mighty aspect is an equally Mighty action. Attacking an ogre (Adventure in size) in hand-to-hand combat, assuming they can use their physical size in battle, is a task fitting Adventure level battle prowess. Verbally challenging the grand vizier in court (Greatness in influence) is a task that calls for Greatness in social clout or oratory skill. Trying to shatter the magical sigil of a lich (Greatness in magic) is a task that calls for Greatness in magic.

EXAMPLES OF ACTION MIGHT

Climb	Archery	Performance
Over a garden wall Origin	Hunt a deer Origin	Entertain friends at camp Origin
Up an icy cliff Adventure	Hit an apple on someone's head Adventure	Engross a theater audience Adventure
Out of the inverted gorges of Hell Greatness	Shoot an armored general from a mile away Greatness	Make the Dark Lord weep Greatness
Sneak	Craft	Heal
Past your mom Origin	A well-made horseshoe Origin	A bad burn Origin
Past the city guards Adventure	A seafaring boat Adventure	The plague in town Adventure
Past the all-seeing Sphinx Greatness	The One True Sword Greatness	The curse upon the land Greatness





Using Might In Action

When a Hero describes their action (the first step of taking action, page 149), the Narrator can decide to **compare the Hero's Might with the Might required for the action, in the relevant aspect.**

- If the two Might levels match (the most common situation), the Hero is neither Imperiled nor Favored.
- Your Hero is **Imperiled** when they try a task **beyond** their Might.
- Your Hero is **Favored** when they try a task **below** their Might.

IMPERILED

A Hero taking an action one level of Might greater than they possess (Origin vs. Adventure, or Adventure vs. Greatness) is taking an **Imperiled** action. They either fail (Simple), or **lose 3 Power** (Quick, Detailed) in addition to all other counted tags and statuses.

This penalty does not apply to reactions. Instead, if the Hero takes Consequences from a source one level of Might greater than they, the Narrator **increases the Effects of the action's Consequences by 3 status tiers or one tag.**

In the extreme case the Hero is two levels of Might below what is needed (Origin vs. Greatness), they are **Extremely Imperiled**: their action loses 6 Power, and they take Consequences increased by 6 status tiers or 3 tags.

FAVORED

A Hero taking an action one level of Might lower than they possess (Adventure vs. Origin or Greatness vs. Adventure) is taking a **Favored** action. They either succeed (Simple), or **gain 3 Power** (Quick, Detailed) in addition to all other counted tags and statuses.

This bonus does not apply to reactions. Instead, if the Hero takes Consequences from a source one level of Might lower than they, the Narrator **decreases the Effects of the action's Consequences by 3 status tiers or one tag.** This could potentially nullify the Consequences.

In the extreme case the Hero is two levels of Might above what is needed (Greatness vs. Origin), they are **Extremely Favored**: their action gains 6 Power, and they take Consequences decreased by 6 status tiers or 3 tags.

You are Imperiled when...

- You are dramatically outclassed
- You have far lesser ability than is needed
- You face a much bigger adversary
- You are trying to cover a greater area or group than you normally have the power to
- You wield comparatively inferior magic or power
- You have too little influence to pull this off

You are Favored when...

- You dramatically outclass your opposition
- You have ability much greater than is needed
- You are significantly bigger than your adversary
- You impose on your target with greater numbers
- You wield magical power of a greater magnitude than is needed
- You command vastly more influence than your opponents or than required

Overcoming Peril

When your Hero is **Imperiled** because they are facing a Mightier task, you can:

- Burn a tag for Power (page 158).
- Try to discover a Vulnerability that would level the playing field.
- Try to engage with the Challenge differently, so that your Might or lack thereof becomes an advantage rather than a disadvantage.

EXAMPLES OF IMPERILED AND FAVORED ACTIONS

Survive a hurricane (Adventure in survival)	Fighting a monstrous chimera (Adventure in fighting)	Growing an entire forest with magic (Greatness in magic)	Impress a crowd in a tavern (Origin in performance)
No relevant themes (Origin) – Imperiled	No relevant themes (Origin) – Imperiled	No relevant themes (Origin) – Extremely Imperiled	No relevant themes (Origin) – Equal Might, no effect
Hinterland Tracker (Origin) – Imperiled	Strong As An Ox (Origin) – Imperiled	Briar Witch (Origin) – Extremely Imperiled	Tavern Bard (Origin) – Equal Might, no effect
Seasoned Explorer (Adventure) – Equal Might, no effect	Monster Hunter (Adventure) – Equal Might, no effect	Dryad (Adventure) – Imperiled	Royal Herald (Adventure) – Favored
Storm Titan (Greatness) – Favored	Master Beastmaster (Greatness) – Favored	Archdruid (Greatness) – Equal Might, no effect	The World's Most Beautiful Voice (Greatness) – Extremely Favored

Might As A Detriment

Might is not always advantageous. One's Might can be turned against them, whether a Challenge or a Hero!

The Narrator can decide that a **Mighty aspect acts as hindrance for an action in a different aspect**. This often happens when the Mighty aspect becomes confining, limiting, or interfering, or if the goal of your action seems to be beneath you, irrelevant, or ill-fitting of your place considering your Might.

For example, an ogre's size (Adventure in size) can work against them when trying to hide or manipulate tiny objects; a king's political life (Greatness in influence) may mean they don't have much time for cooking or for noticing the goings-on of the servants; and a dragon's fiery breath (Greatness in destruction) is a weapon not known for its discreteness, subtlety, or discrimination.

If a Hero can **make a foe's Might work against themselves** to the Hero's benefit, they are **Favored** even if they are of lesser Might.

If a Hero's **Mighty aspects are hindering them** from performing a certain task well, they are **Imperiled**.

Your opponent's Might (Adventure or Greatness) is to their detriment when:

- Their Might makes it harder for them to reach or act where you are or at your size
- They are trying to hide something that is just too big or blatant
- Their attention is focused on greater things than you
- They are playing by your rules or on your level
- They are interacting in a way they are not used to due to their Might

Your own Might (Adventure or Greatness) can act to your detriment when:

- You attempt a task for which your tools or abilities are too big, crude, or sweeping
- You attempt to act in a subtle, nuanced, or hidden way but your Might attracts attention
- You are trying to notice or find something or someone you'd normally consider unimportant or beneath you
- You are interacting in ways or environments that are alien to you or that you've lost touch with because of your Might
- You are too preoccupied with your Mighty endeavors and concerns to pay proper attention

EXAMPLES OF MIGHT AS A DETRIMENT

SIZE

An ordinary-sized Hero flees from a giant (Adventure in size) into a narrow crevice (Origin in size) – **Favored**

A giant Hero (Adventure in size) chases a person into a narrow crevice (Origin in size) – **Imperiled**

DECEIT

A charlatan (Origin in cunning) Hero tries to swindle the princess (Greatness in riches) out of her money...

... at court, surrounded by her entourage –

Extremely Imperiled

... at his gambling den, after luring her there – **Extremely Favored**

INFILTRATION

A villager Hero (Origin in standing) is impersonating a castle servant before...

...the palace cook, who knows all the servants (Origin in standing) – Equal Might, no effect

... the court herald, who rarely deigns to talk to the servants (Adventure in standing) – **Favored**

... the queen, whose mind is on greater things (Greatness in standing) – **Extremely Favored**

... the Master of Spies, who excels at spotting spies (Greatness in espionage) – **Extremely Imperiled**

Exploiting Greater Might

Making a Challenge's Might play against it usually requires clever thought and a deliberate action. It depends heavily on the situation, finding moments or places where a Mighty aspect is detrimental.

A humble gravedigger (Origin) can find an overlooked point of entry and slip into a sleepy fortified army camp (Adventure) because he can take advantage of the patrols having to cover a large area – but if the camp is on alert, having dozens of active soldiers searching for interlopers is going to make the task harder, not easier.

Detailed Might (Scale)

The Narrator may choose to use a more detailed version of Might, also called Scale.

Using this method, the Might required for an action is counted based on the action's difficulty and the scale of its effect, such as the area it covers or the number of people it includes, to come up with a more exact figure for the Might required for an action.

THE ACTION'S MIGHT

Use the Scale table as guidance. Pick an Area, Size, or Numbers description that best describes the action's scope. **This Might value is subtracted from the action's Power.** You can combine Might values from different columns.

- Performing an encouraging song (Origin in performance, 0) for the Fellowship (1) = Power -1
- Casting an exceptional spell (Adventure in magic, 3) that affects one room (1) = Power -4

Special Cases

When the advantages and disadvantages of Might offset one another, treat the character as Origin level for that action.

Sometimes a Hero is both Mighty at a certain task while also using a Challenge's Might against it. The Narrator takes all this into account and simply chooses between Favored and Extremely Favored. The same applies in the reverse, if a Hero is both at a disadvantage because of the Challenge's Might and due to their own Might hindering them.

THE HERO'S MIGHT

A Hero's scaled Might is always 0 for Origin, 3 for Adventure, or 6 for Greatness.

If the Hero is Mighty in the action's aspect, **add their Might to their action's Power**.

- A common charm maker (Origin in magic, 0) creating a simple charm that would protect the entire Fellowship (1), has -1 Power. A sorcerer (Adventure in magic, 3) would have +2 Power.

If the Hero's Might is working against them, **subtract their Might from the action's Power**.

- A renowned bard (Adventure in reputation, 3) trying to flee the city with the entire city guard looking for her (3) has -6 Power. A giant dragon (Greatness in size, 6) trying to hide from the city guard would have -9 Power.

ADJUSTING CONSEQUENCES

Consequences are adjusted by a number of status tiers equal to Power modifier of the action, or by a number of tags equal to half the Power modifier of the action (rounded down).

- A common musician (Origin, 0) holding the attention of a village tavern (2), loses 2 Power. The Consequences of that action are increased by 2 status tiers or 1 tag.

GROUPS

When using Scale, groups can be treated as a single entity by increasing the Might of a typical individual by the Might listed in the table under Numbers. This only applies when the group's numbers are both beneficial for the task (e.g., in battle, as labor) and applicable (e.g., all group members can affect the same task or target).

- A handful (1) of bandits (0) are Might 1
- An army (5) of dragons (5) is Might 10

MIGHT	DETAILED MIGHT (SCALE)	AREA	SIZE	GROUP
Origin	0	A person	A human	An individual
	1	A room	A horse	A handful
	2	A house	An ogre	A dozen or two
Adventure	3	A village	A giant	A crowd
	4	A city	A titan	A clan
Greatness	5	A region	A dragon	An army
	6	A kingdom	A colossus	A nation

The Might of a group can be added to a Hero's action's Power if it is beneficial, e.g., if a Hero is leading the group, or subtracted from a Hero's action's Power if it is detrimental, e.g., if a Hero is fighting against a swarm of devilish fiends.

The Narrator may split larger groups into smaller ones and even down to their individual members and treat them as separate Challenges, or combine smaller groups into a larger one and treat it as a single Challenge.

A common Consequence for many group Challenges is to increase their Numbers, rallying or summoning more individuals to their group and increasing the potential danger of the Challenge.

AREA EFFECT ACTIONS

When a Hero takes an action that affects an area, such as making an entrance (*charmed*-2 on everyone in the room) or setting a field ablaze (*burning*-3 on a field), they may affect a mixed group of Challenges within it. If all or most targets share the same tag, status, or Might that would impact the Power of the action, it applies to the action. For example, if all the Highglade socialites are *hard to impress*, charming everyone in the room suffers from -1 Power as usual.

Once the action is resolved, the Narrator adjusts the Effects taken by each Challenge based on their remaining tags, statuses, and Might. In the *burning*-3 field, a bale of hay that *burns easily* might take *burning*-4 (+1 tier for the +1 Power that tag would normally give), whereas a stony creature with Mighty resistance to flames may not take any *burning* status at all (-3 tiers for -3 Power being Imperiled would normally give).

CAMPING & SOJOURNS

When the Fellowship stops to recover their strength or to admire the view in between scenes of travel, drama, and adventure, the flow of scenes pauses for a while and you take a break: a **camping** scene. In this scene, you describe what each Hero is doing around camp in broad strokes, although you may zoom in on interesting details.

Similarly, there are times in the series when the Fellowship spends a longer **sojourn** somewhere, staying for days, weeks, or even months. Perhaps they are staying with the Fair Folk, learning their mysterious ways, crafts, and magic, or maybe they spend time in an ally's welcoming manor house. They could be simply passing the time in their own home hamlet between their local adventures.

Expire Story Tags In Your Backpack

A pause for camping or sojourning often means a significant length of time passes. This is a convenient moment for you and the Narrator to review the story tags in your backpack (as well as other story tags, if any) and expire some of them, although the Narrator may rule they persist until the end of the camping scene, or even beyond – all according to what fits the story.

To keep the benefits of expired story tags going forward, you must recreate them, either during your camping or sojourn, or later, by taking action in a scene.

TYPES OF EXPIRATION

Some story tags represent **things that truly expire**: a *numbing salve* has lost its properties, or a *peddler* ally must part with you and go their own way. Recreating their tags means making new instances of these things – make a new batch of salve, make a new friend.

Other story tags represent **things that must be maintained** to retain their usefulness: you must practice your *battle stance* again or you won't perform it well next time, you must repair your *boots* or they won't be of much use. Recreating these tags means bringing them back to working order.

Finally, some story tags represent **things that remain in the story, but lose their importance and power to affect it**. You may have looted a *dagger* from a dead body, but – unless you make it into a power tag – the dagger is not a permanent fixture in your Hero's story. Your Hero may still possess the dagger, but actions with the dagger will no longer gain Power from it. You can prolong the importance of such things by recreating the same tag.



Establish Your Campsite or Place of Stay

Before the Fellowship can camp or sojourn, they must find the right place to do so. Depending on where they are, the Narrator may attach to a campsite or a place of stay story tags and statuses that describe it such as *beautiful vista*, *annoying gnats*, *plentiful greenery*, *lavish amenities*, *spies everywhere*, *rainy-2*, and so on. The Narrator can also make a Threat, such as gathering clouds or howling beasts, which could erupt into Consequences during the camping time or sojourn.

The Heroes may take action to find a desired campsite or place to stay, and use their Power to furnish it with the story tags they want or remove unwanted tags; Consequences of this action can be that the chosen place has some downsides, represented by the same or more negative story tags and statuses.

Describe How You Spend Your Time

When you set up camp or begin your sojourn, you play through two periods. Each period can be thought of as a watch (first watch and second watch), or as the second and first half of your stay.

In each period, go around the Fellowship and have each Hero choose what they do during that period from the options below (Rest, Reflect, Take Camp Action), and gain the associated benefit. Rest and Reflect can only be chosen once in each camping or sojourn scene, while a Camp Action can be chosen multiple times.

Each Hero's choice of activity may affect activities that follow it (even though the activities may happen simultaneously during the same period). For example, choosing to Rest first and remove a *tired-3* status may improve the Hero's chances when they build a raft in the next period; choosing to play *heartening music* for everyone at camp can inspire others as they work; and so on.



You can choose to have a third activity, at the expense of taking Consequences. This activity takes place during a third period, which is played last and includes only the Heroes who choose to participate.

REST – EXPIRE STATUSES

Your character takes time to recover and rest.

Camp Benefit: The Narrator expires some of your statuses (and, if relevant, negative story tags) and restores power tags that would naturally be recovered after a rest, such as *positive attitude*. Many statuses such as *tired*, *hungry*, or *bruised* are as good as gone after a meal and a good rest. The Narrator may rule that some statuses persist or are only partially recovered due to the shortness of the rest or the conditions.

Sojourn Benefit: Graver injuries such as battle wounds, ailments, starvation, severe exhaustion, and even unnatural afflictions can be expired, depending on the place of stay.

REFLECT – MARK IMPROVE

Your character takes time to internalize and process all they have been through, and to grow from it. This moment of reflection can be described as quiet contemplation time under a starry sky, meditation, training, conversation, and so on. This is also a good time to reflect on each theme's Quest and mark Abandon or Milestone if the player sees fit to do so.

Camp Benefit: Mark Improve on any one of your themes or on the Fellowship theme.

Sojourn Benefit: Gain an improvement on any one of your themes or on the Fellowship theme.

TAKE A CAMP ACTION – SPEND POWER

Your character takes time to take up a camp duty or otherwise work or act around the camp.

This may include the following activities but are not limited to them:

- **Bandage or heal** wounds and conditions that won't go away with mere rest
- **Converse** with fellow Heroes and allies, support each other, and gain insights
- **Cook** a hearty meal to fill your companions with strength and raise their spirits
- **Craft & repair** items such as armor, clothing, weapons, potions, charms, or even vehicles

- **Entertain** others with music, storytelling, or jokes, improving the mood
- **Hunt & forage** to collect food and herbs
- **Prepare** for the next part of the journey, whether by training, or conducting a ritual
- **Read and research** to discover new valuable information
- **Scout ahead or practice divination** to reveal what may come in the next part of the journey
- **Stand watch** to prevent any Threats from materializing, or at least give apt warning

Camp Benefit: Count your Power for your chosen action as you would for an action in a scene. The conditions of the camp or sojourn affect your Power. You may roll for the action and risk Consequences, or, if you have 1 Power or more, you may spend half your Power (rounded up) without rolling.

Sojourn Benefit: Same as in camp, but you gain additional Power for your action: 1 Power if you are staying days, 2 Power if you are staying weeks, or 3 Power if you are staying months.

Fellowship Quality Time —

Before the end of the camping or sojourn periods, take a look at your Fellowship. What have they been through during the last part of their journey, and during the camping time or sojourn? How is the Fellowship holding up to their Quest? Is it time to mark Abandon or Milestone?

Each Hero may choose to either recover a Fellowship theme tag or create a new Fellowship relationship tag with another Hero with whom they do not have one.

Packing Up To Go —

At the end of the camping time or sojourn, the story picks up again, the journey continues, and a new scene begins.

A TRAVELER'S CONCERNS

Before heading out on the trail, whether to visit a neighbor or to carry the Crystal of Destiny to the Druids of Ethelon, take a moment to prepare for what's to come, and pack well for the journey.

This section contains a collection of suggestions of common story tags, statuses, and Limits that you could use in your rustic fantasy game.



Facing Dangers

When there's danger afoot, things can get tense.

Battle can turn ugly, quickly, as both sides try to *harm* the other, inflicting *wounds*. Clever attackers can push their opponents *off-balance*, *surround* them, drop them *prone*, throw dirt in their eyes to *blind* them (dirty trick!), or otherwise maneuver to gain a *tactical-advantage*. Failing in your attacks and maneuvers might place you in such unfavorable situations! Think ahead and look for a useful *boulder* to corner a foe against, or a *hornets' nest* above them to shoot at. And remember, fights can also be won with fear, *intimidating* an opponent to surrender or retreat.

Study your foe (discover its Threats, Consequences, and Limits), especially if you're facing a monstrous creature. You might need to understand its weakness and exploit them, or you might be wasting your ammo and endangering yourself against a being that *can't be hurt by steel* and is in fact *susceptible to music* and can be *put-to-sleep*.

Wild beasts tend to attack only if cornered, pressed, or driven to violence due to pain and panic. It might be best to *placate* the animal (walking calmly or offering food works wonders), but if the beast's instincts are honed and it is especially *wild*, any interaction with it will be difficult. With enough time and patience you may even *bond* with an animal by building trust, eventually gaining it as a story tag or theme, as chosen by the Narrator.

Equip yourself for a fight with a good *weapon* in your hand, and if you're using a *bow*, keep *additional arrows* or you might run out. Wear suitable *armor* to lessen the severity of battle *wounds*, and carry a *shield* if you can. If you expect to face an enemy with unnatural abilities, better prepare a *talisman* to help defend against their curses. Any of these could be broken or lost (scratched), so you might want to have a spare, or be ready to improvise something while camping.

Healing *wounds* requires bandaging, rest and treatment, which could be hastened with a *good bed*, *healthy food*, or *medicinal herbs*. Improper care could lead to a festering wound with *infection* and *disease*, possibly with troubling symptoms such as *partial blindness*, *difficulty breathing*, or *locked joints*.

Set a trap if you have the time, tools, and know-how. You could create a *snare* on the spot in the wild, or bring a *bear trap* with you. Setting it is simple enough, but you might want to make sure it's *hidden* to make it harder for the enemy to see it. (Once an enemy is in position to trigger the trap, roll for its activation; if unsuccessful, the trap was probably discovered before it triggered).

Chasing your quarry or retreating from battle is a contest of who can *outrun* the other first. If it is the pursuer, the quarry is cornered. If it is the quarry, they flee.

At Camp

When you need a break, **make camp** (page 179) and rest up.

Choose a campsite by searching for a place that offers protection from the elements in the form of a *heavy canopy* or *rock outcrop*, and make sure it has a *good defensive position*. It's best if there's a source of *fresh water* nearby, and perhaps some *medicinal herbs*, as these help greatly with cooking, healing, and recovering one's strength ahead of the journey tomorrow. Building up a *warm fire* and *proper shelter* are the next steps, preparing for your stay.

Stand watch for as long as you camp, day or night. If you have a poor choice of campsites, you might have to settle for a place with *low visibility* or in *someone's territory*, although in the latter case you might at least have a chance to try and identify what you might be up against by scouting. Those on watch will need to keep *vigilant* to lessen the chance of being caught unprepared, but even an uneventful watch might lead to one becoming *tired* the next morning if they couldn't handle the *chilly* winds or got a jumpscare due to *unnerving sounds* all around your campsite.

Foraging and hunting are basic traveler skills, since most rations aren't *long lasting* and can hold for a few days or weeks at most, and also, taste mostly of salt. Avoid running *short-on-supplies* and keep your rations for when there's no *edible*

roots and fruits near camp. If you can only find *suspicious-looking berries*, better examine them before consuming... Ready your *bow*, *hunting traps*, and *fishing pole*, especially if you managed to find a site with *abundant game* around.

Cooking around a fire is an art form that few manage to master. While it can be enough to heat up some of your catch or supplies if you just want to get rid of a nagging *hunger*, a proper cook can use *spices* and *recipes* to make a meal feel like a feast and help everyone become *relaxed* and *well-fed*. Just don't blunder your cooking, and end up with dirty dishes, *discontent* friends, *hungry* travelers, or *short-on-supplies*.

Fireside conversations, when done with a *cosy atmosphere* thanks to a good campsite or a warm dinner (or at least, a palatable one), can help everyone alleviate their *worries* and even *encourage* them to face what's ahead. Be a good listener, offer wise advice, and develop your relationship bonds (page 138) with each other.

Repair your gear to keep it in top shape. While the rest gather, build, hunt, and cook, one of you should fix the broken *shield*, patch up ruined *armor*, and reinforce a *loose handle* of a sword that hit at a wrong angle (remove an undesired tag). Good maintenance, especially with a *whetstone* and *finishing oils*, can even grant your weapon a *honed edge*. It might not last beyond a day, or even past the first fight, but even a single hit can make all the difference!



On The Trail

On the trail, you might run into many troubles.

Weather is always a concern on the road. Freezing winds can make you *cold*, or you might become *dehydrated* during hot summer days. Heavy rains can make a slope *slippery*, and a chilly morning can make a forest *misty*, limiting visibility. You should pack some *warm clothes*, *sturdy boots*, and an *oil lamp* to banish the darkness.

Scout ahead to discover valuable details about what's waiting for you, by finding a *high vantage point* with a *clear view*. Make note of the lay of the land and what Challenges may lie ahead. Be *alert*, or you might find yourself *surprised* when suddenly attacked by a mountain cat or nefarious outlaws, or endangered by a natural hazard.

Overcome obstacles by *clearing* boulders on the road, *repairing* a broken bridge, or *climbing* tall cliffs. Do so carefully, or you might be *bruised* in the process or grow *tired*, break your tools (scratch tags), spend too much time and grow *hungry* or *cranky*, or call upon you some unwanted attention.

Orient yourself by bringing along a *map of the area* or asking for *advice from the locals*, so you can avoid *getting lost*. If you do, retrace your steps or you might stumble upon a new danger, or grow *desperate* or *weary*.

Riding a horse can make quick work of a long trip, but the beast might grow *tired* or *agitated*, so make sure you bring a *grooming kit* and that you know how to handle it. A horse that isn't also *combat trained* or at least *brave* is likely to become *scared* in a fight, even dropping its rider and running away.

Road and river travel could include taking a cart or a boat, and it's important to bring a *toolbox* to help with their maintenance, as vehicles are prone to becoming broken. Circumstances and the seasons can both change the landscape, and make even a well-traveled path or waterlane into an obstacle course, so hiring an experienced cart or boat *handler* is a good use of one's coin.

Inspecting The Scene

Keep your eyes open and sharpen your wits to gain valuable details.

Investigate your surroundings carefully to learn and prepare. Anything that is *hidden* can eventually be found, even through *obscuring fog* or in *darkness*, but better bring a light source, and be prepared to spend time (*time-passes*). If the topic is straightforward or the question is general, find out what your character knows with a Quick outcome. Use a Detailed outcome when you're looking for specific valuable details, such as when surveying a monster's lair, stalking the town garrison for schedule and entries, or figuring out important features of the road ahead.

Avoid traps by searching for them (discover). Be *alert* so you're ready to lessen the blow when a trap springs, and rely on your *quick reflexes* to save your hide, or perhaps place your *shield* in the way in the nick of time. Use your *sharp senses* to leap to a friend's aid, should another in the Fellowship find themselves at peril. Bring a *trapsmith's kit* to dismantle or at least sabotage the device, and a *lockpick set* might be useful to circumvent a *secured lock* – or any other, for that matter.

Gather information by recalling legends, listening to rumors, learning folklore, and consulting books and storytellers. The topic might be *obscure* or *mysterious* and the stories might be *misleading*, but by sifting the real from the exaggerated you can learn of a mythical creature's Vulnerabilities and Might, uncover the existence of *game trails* in the forest, or learn about the nourishing but hidden *darkroots* in the caves.



Crafting Items

A skilled artisan or craftsperson is great to have around.

Herbalism is the art of distilling useful properties from plants and herbs, and a skilled herbalist can always find some herb, root, or bark to produce medicine. Tools such as a *distiller*, *boiler*, *cheesecloth*, and *mortar and pestle* can all help make the most out of nature's bounty, and create medicine that is *long lasting* or of *high quality*... And hopefully not *very bitter* or *turns your stomach*. Especially complicated or unusual items might require specific rare materials, or will need to be *brewed* over time.

Medicine can usually be applied by anyone with some understanding of the basics, and is usually a consumable (burn it for Power, page 158). However, unless administered with skill or made of *high quality*, there's always the chance it'll make the patient *drowsy* or *sick*. Some medicine can be taken as a preemptive, such as an antidote that can *fortify* you to lessen the Effects of being *poisoned*.

Crafting new tools, better weapons, or strong fortifications all require having a *workshop*, or at the very least an appropriate *toolset* for the job, although masters of their craft can make do with surprisingly little. Good *raw materials* and an *apprentice* also don't hurt, as the craftsperson works to *complete* their product. The results can be truly spectacular, with an item that is of *high quality*, *reinforced*, *well-balanced*, *impressive*, or *custom-made* for you. Working with heavy tools does have its downside, as accidents can lead to *bruised-fingers*, *frustration*, and lost time or materials.



Conversation

Meetings and conversations can take many forms.

Your relationships are the mortar that holds the home that is your Fellowship. When someone is *sad*, *angry*, *frustrated*, *disheartened*, or otherwise distressed, talk with them. Ask them to share what lays heavy on their heart, and offer them a good word, a warm pastry, or a funny joke. Create a bright moment by looking at the *beautiful vista* or paying for *a round of beers*, and make each other *happy*, *encouraged*, or *confident*.

Buying and selling and all kinds of trade can be done Simply if you can typically afford it (**Coin**, page 137) or if you have a *pile of coins* or even a *charming smile*. To buy something unusually costly, make use of a Quick barter, but try not to be dazzled by a merchant's *quick talk* or you'll start to run *short-on-coin*. This will make future purchases a lot more difficult! If you need to earn some coin, sell a few items from your backpack to get a *hefty-purse*, or get yourself hired and negotiate a reward.

A negotiation is a Detailed discussion to *parley* with enemies or *intimidate* them, or *recruit* potential allies. You might try to *deceive* instead and manipulate dishonestly. Emotions play a big role in all of these, as do appearances and reputation (whether real or perceived), so it's best to prepare as recommended below. Sometimes a *hefty-purse* or *leverage* helps.

Present yourself in the manner that is most appropriate to the situation: get an *impressive dress* for the audience with the priestess, a *customary gift* for the head of the guild, or a *stolen armor* to impersonate a guard. Try to make the other side *agreeable*, so they'll more easily be swayed. Mentioning any *reputation* you have is always very useful. If you are *angry* or *upset* or just *dirty*, you won't be on your best performance.

Discern intentions and uncover valuable details about your conversation partner's true motivations, even if they're *hard to read* or *aloof*, or have a *mysterious* demeanor or an *elusive* manner of speech. By figuring out their desires, you could use them to your advantage, and if you suspect their plans you could possibly prepare a *counter-argument* to lessen their impact.



THE HERO'S JOURNEY

Hero Development

Like in any legend, your Hero and the Fellowship may be deeply changed by the events of their journey. The choices you make in the story drive your Hero's development in different ways. When you choose to pursue one path, you inevitably abandon another.

Overcoming great difficulties, you may reveal new abilities or take some aspect of your Hero's life to a new scale or level. What matters to your Hero on the fateful day their journey begins may seem unimportant later on, as they emerge into a greater, more dangerous, and more mysterious world, although, in the end, they may come to understand the true importance of the little things.

Your Hero, Your Story —

You can advance your Hero and see them gain new abilities and themes by pushing them along their personal journey:

- Invoke a **weakness tag** in an action or reaction to mark **Improve** on the tag's theme (you can also choose to Reflect in camp, page 181).
- Reach a new achievement in a **Quest** to mark **Milestone** on its theme. As a guideline, the achievement for each Milestone must be greater than the last, rather than "more of the same".
- Turn your back on a **Quest** to mark **Abandon** on its theme.

Your Quests are in your hands. Other players and the Narrator may make suggestions or highlight moments that feel like a breakthrough or betrayal of your Quest, **but the final call is always yours.**

The Fellowship theme develops just like Hero themes, marking Improve when invoking weakness tags, and marking Milestones and Abandon when the players collectively decide to do so.

THE NARRATOR'S ROLE

The Narrator can affect your Hero's journey in the following ways:

- By putting your Hero in situations where they must make hard choices about their Quests, encouraging a decision.
- By invoking your weakness tags when relevant, if you don't do so, or to create a Consequence (page 160).
- When you take a status that exceeds your Limits, in lieu of your Hero's death, the Narrator might decide to replace one of your themes.

IMPROVING A THEME

When you mark the third Improve on a theme, it develops further.

Reset the marks so that the theme can grow again, and choose one of the following **improvements** for the theme. The new improvement doesn't have to be picked immediately, but shouldn't be "held" for too long.

- **Create a new power tag** for this theme, the same way you did during Hero Creation (page 77) or Fellowship Creation (page 139). There is no hard limit for the number of power tags or weakness tags a theme can have.
- **Remove or add a weakness tag** in this theme. Removing a vulnerability sounds like a great idea, but remember it also takes away your ability to Improve. You may prefer to even add a weakness tag, to increase your improvement opportunities.
- **Gain a Special Improvement** for this theme. Each theme type offers five Special Improvements with unique benefits and rules that enhance the theme in some manner. Each Special Improvement can only be chosen once.

- **Reset Abandon, Milestones, or both** on this theme. Sometimes improving your theme simply means better focusing and anchoring that aspect of your life so that the winds of change do not transform it.
- **Mark Promise (page 193)**. You do not improve in any visible way, but something is gathering within you, some potential, a new hope, perhaps destiny? You won't know until this hidden Promise is **Fulfilled** (page 193).

Whenever you improve a theme you can also **rewrite or update** one of your theme tags (power or weakness). Perhaps something changed in your Hero, their techniques, worldview, or tools, or maybe they are beginning to cope with difficulties in new ways.

The Fellowship theme gains improvements just like Hero themes, except you cannot use its improvements to mark Promise.

You can also gain an improvement by choosing to Reflect during a sojourn (page 181).

QUESTS & TRANSFORMATION

Your Hero is a living, changing person. Whether by choice or through the machinations of their fate, they will abandon some aspects of themselves, while transcending others. All of this is governed by their wishes and dreams, desires and aspirations – their personal Quests.

Types of Quests —

Your Hero's Quests may fall into one or more of the following categories. When you try to decide whether to mark **Abandon** or a **Milestone**, follow these guidelines.

YOUR WISH

Something you long for or aspire to. This is the classic Quest – your desire to achieve something far away and out of reach, even if it is merely winning the heart of the cobbler's son who lives next door.

Example: I must bring an end to the rule of the Wurm Tyrant.

Mark Abandon whenever you are presented with an opportunity to advance toward your wish but miss it or forego it.

Mark a Milestone whenever you make a significant step toward achieving your wish.

YOUR TRUTH

A statement you believe in and want to uphold. This type of Quest is about a belief or conviction that you feel strongly about and wish to live by, such as a moral code or, conversely, a prejudiced belief.

Example: I shall always stand by the code of chivalry!

Mark Abandon whenever you act in a way that goes against your truth or that acknowledges its falsehood or partiality.

Mark a Milestone whenever you resist a significant temptation to spurn your truth or when you reassert your truth dramatically, to yourself or to the world.

YOUR HOME

Something you endeavor regularly to preserve. This type of Quest is about maintaining a status quo, something you love or that you're used to. It is your Hero's inner 'home', where they wish to stay, what they want to keep.

Example: Farming is tough, but it is our life.

Mark Abandon whenever you fail to fulfill what is needed to preserve your home – whether a ritual, a chore, or a duty.

Mark a Milestone whenever you reinforce your home in a new and significant way.



Take your time with marking Milestones. Make sure your Hero truly feels like they have made a meaningful step towards becoming a part of a greater world or towards the completion of their Quest.

Conversely, there is nothing preventing you from marking two or even three Milestones or Abandon at once, especially in situations where your Quest reaches a sudden conclusion.



YOUR QUESTION

Something you yearn to know above all. Some Quests are a mystery that you want to unravel. It could be the identity of the one who burned down your village, or answers to the greatest mysteries of creation.

Example: What is the malignance that infects the eastern wetlands?

Mark Abandon whenever you have a chance to discover something new about your question, but you ignore or forego it.

Mark a Milestone whenever you find significant new answers to your question.

Writing Out Your Milestones —

You can assign in-game goals to each Quest's three Milestones to help you envision your Hero's path and guide their actions:

Quest: I must bring an end to the rule of the Wurm Tyrant.

- **Milestone 1:** Discover the origin of the Wurm's sorcery.
- **Milestone 2:** Find something or someone that could resist it.
- **Milestone 3:** Shatter the source of its power.

You may wish to keep these annotated Milestones to yourself, or share them with the Narrator or the group. Your Hero may be outspoken about their next goals, or there may even be a three-part prophecy about them.

Either way, your envisioned milestones are not binding for you nor for the Narrator – your journey can unfold in many unexpected ways. Whenever the story takes a different turn of events, you can revise your goals or set new ones.

A Hero might be forced to change their theme due to reasons unrelated to their Quest. For example, when a Hero takes a tier-6 status they might transform in a dramatic way as chosen by the Narrator, which could entail replacing one or more themes. Alternatively, their story could lead to them being offered a position or opportunity that requires them to rearrange their priorities in life, asking them to trade a theme with a new one.

Evolving a Theme

When you mark the third Milestone on a theme, you evolve it.

After many challenges and obstacles, you have transcended the old and unfurled the opportunities of the new. What once was your theme, is now either the cocoon out of which a new aspect emerges or the solid ground upon which a new theme is built. Your theme may evolve in an expected way, such as perfecting your trade into a renowned profession, or in a completely unexpected direction, such as using the little gold you accumulated from your trade in order to buy a suit of armor and become a knight.

Evolving a theme could mean:

- You are taking your Quest to a new level or scale, larger or smaller.
- You have completed your Quest and you are now available to focus on something else.
- You've failed your Quest, but you've never abandoned it. In time, what you've learned will evolve into a new direction for you.

When you evolve a theme, it changes, but you have a choice of keeping some aspects of your old self. Follow these steps:

- **Mark Promise (page 193), once.** Every change of themes earns one Promise, reflecting the deeper impact left on your Hero from going through this transformation.
- **Pick a new title tag** for this theme, one that reflects its evolution.
- **Choose a new theme type, or change the Might of the theme.** It cannot stay the same as it was.
- **Revise your power tags and weakness tags** as needed to reflect how they evolved, or replace them altogether with new tags. You may keep them as they are if they fit the new theme.
- **Revise your Quest** to fit your new theme.
- **Trade unwanted parts of your old theme for new improvements.**

You may trade each power tag beyond the third, each weakness tag beyond the first, and each Special Improvement to gain an Improvement for your new theme (**Improving a Theme**, page 187). You may use this improvement as usual to mark Promise. You may also keep your old theme's Special Improvements, if you wish.

EXPANDING A THEME

When you would evolve a theme, you can choose to instead "expand" it, so it'll take even more of your priorities: Replace one of your other themes with a new one that expands on the evolved theme. If you choose to do so, also reset the Milestone tracker on the evolved theme and rewrite its Quest.

For example, a Hero who evolves their **Cook of Delicacies** (Skill or Trade) theme could choose to replace **Frivolous** (Personality) with **My Own Tavern** (Possessions), while still keeping **Cook of Delicacies** unchanged.

Inexorable Failure

Your Quest may come to an end due to forces out of your hands. For example, the princess may choose another for her expedition to battle the dragon, or your village may be wiped out by monsters before you could truly make it flourish.

In these situations you may choose to either evolve the Quest's theme or replace it, depending on what is more appropriate. For example, if you never abandoned your Quest, you may wish to evolve the theme; or, if this sudden end leaves you feeling empty and unresolved, perhaps you'd choose to replace it instead.

You can keep your old theme tag as a regular power tag in your new theme, so you can always harken back and invoke your past skills, even if not in the same level of detail.

Within your story, you may choose to reveal a theme's evolution all at once or gradually. Perhaps your **Borderland Scout** has a singular moment of insight into the makings of a great **Ranger of the Wilds**, or perhaps they improve and become better and better day by day, until finally they possess the prowess of a true ranger.

EXAMPLE EVOLVED THEMES



Replacing a Theme

When you mark the third Abandon on a theme, you replace it.

Within your story, consider giving the loss of your Hero's theme its due time and attention before revealing your new nascent theme. Unless your new direction is evident, wait until the next camping scene or even the next session before revealing your Hero's new direction.

The past often casts long shadows over the present. A theme that ended dramatically or uneasily could continue to echo in your Hero's life after it is replaced. The Narrator may use your lost themes as inspiration for Challenges that haunt you still, such as your old **Band of Blades** that you keep awkwardly running into or your indiscretions as a **Boisterous Minstrel** that continue to taint your reputation.

Despite your best intentions, sometimes you discover that a path you were on was not for you, whether because you choose to forgo it or because fate itself wills it. When you let go of an aspect of your life, gradually or abruptly, it leaves a vacuum which in time is filled with new possibilities and a new direction.

Replacing a theme could mean:

- You no longer believe in your Quest or you've abandoned this lifestyle, and you are now moving in a new direction.
- You've neglected this aspect while giving precedence to other aspects, and it naturally or abruptly fell away. Whether you regret it or not, that part of you is gone and a new part will sprout instead.
- You've failed your Quest because you didn't truly commit to it or because you were not really cut out for it, and now it's time to face the truth and go another way.

When you replace a theme:

- **Mark Promise (page 193), once.** Every change of themes earns one Promise, reflecting the deeper impact left on your Hero from going through this transformation.
- **Mark Promise again** for each power tag beyond the third, each weakness tag beyond the first, and each Special Improvement you have in the theme you are replacing.
- **Discard your theme's theme card.** This theme is no more.
- **Create a new nascent theme**, the same way you did during Hero Creation (page 77) or Fellowship Creation (page 139), except this theme has only the title tag instead of three power tags. It has a weakness tag and a Quest as usual.

The next two times you would mark Improve on this theme, choose instead a new power tag for it. Once the theme has three power tags, marking Improve and gaining Improvements continue as normal.



PROMISE & FULFILLMENT

A great unseen, watchful eye follows your Hero as they live, fight, love, win, and lose. Is it a faraway, all-encompassing, mystic awareness, interested in your Hero's story? Is it fate itself, or a universal storyteller? Is it their own soul or existential meaning?

The more your Hero features in your story and the more they transform and grow, the greater the promise they show, a promise for a truly glowing destiny, whether they will it or not. And then, in particular momentous turning points in your story, this promise is fulfilled, opening up entirely new possibilities.

Marking Promise

Promise represents hidden potential, a gathering destiny, a crystallizing strength of character, or anything in your Hero that is building up toward a dramatic culmination. Your Hero card has a Promise track with five circles, representing five times you can mark Promise. As you gain Promise, nothing changes about your character externally, but there is a growing sense of an impending transformation about them.

You mark Promise once when evolving or replacing themes. You may mark more, by trading parts of the theme. This trading is optional when evolving a theme, and required when replacing a theme:

- Once for every power tag beyond the first three
- Once for every weakness tag beyond the first one
- Once for every theme Special Improvement

You can also mark Promise when you would improve a theme (page 187).

Moments Of Fulfillment

When you've marked all five circles of Promise, your Hero has a **Moment of Fulfillment**. Reset the track to zero, and mark any remaining promise as usual. For example, if a character had 3 Promise marked and then gained 3 more, they would mark Promise twice to fill up the track, gain a Moment of Fulfillment, reset the track, and then mark Promise one more time.

In your Moment of Fulfillment, you can choose one of the following.

- Arrive at Journey's End (Retirement)
- Be Reforged (Rebuild Hero)
- Gain a Quintessence
- Shake The Foundations Of Magic (New Magic)
- Speak Words Eternal (Enchantment)
- Unearth Lost Truths (Discovery)

ARRIVE AT JOURNEY'S END

Your character has found a place to call home and settle down or withdraw from the world. The retiring character ceases being a Hero in this tale. Whether they live in solitude or have a family or a community around them, they are safe, for the time being.

Choose the place where they retire and describe their new life there, including any power or influence they have, such as followers, riches, or access to secrets. Their new home is a safe haven for your Fellowship and always counts as a place where the Fellowship can camp or sojourn in. Choose a story tag that describes the greatest advantage of this place, such as a *place of healing*, *library of the ancients*, or *beauty of the wild*. It becomes a permanent story tag that can never be scratched and yet can always be burned for Power, whenever it is relevant in camping and sojourn actions taken there. Alternatively, you may choose that when the Fellowship camps or sojourns there, they may always take a third period without Consequences (their camping actions may still have Consequences if they choose to roll).

In addition, you may create a new Hero to replace the retiring one. At your option and with the Narrator's approval, your new Hero could start with the same number of improvements and Promise as the retired character; follow the rules under Be Reforged, below.

BE REFORGED

Your character goes through a transformation and becomes something completely new. This is not a partial change, like replacing one theme; all of your character's themes are replaced at the same time, and any outcome is possible. Perhaps they are reincarnated in a new body after having died heroically, subjected to terrifying transmutation magic, ascended to become a different being, or left behind their duties and beliefs and chose to start life afresh.

You lose all your themes and create four new ones, like a new character. In addition, based on the old character's makeup, the new character gains:

- A free improvement for every power tag beyond the first three from each of your old themes
- A free improvement for every weakness tag beyond the first one from each of your old themes
- A free improvement for every Special Improvement from each of your old themes
- All of the old character's Promise
- All of the old character's Moments of Fulfillment

Each free improvement can be chosen as usual (**Improving a Theme**, page 187) on any of the new character's themes. Moments of Fulfillment that are attached to a theme can be reassigned to any of the new themes.



GAIN A QUINTESSENCE

As you sail the ebb and flow of your life's journey, a unique quality is formed within you, a quality that defines you and remains constant within you forevermore, however you may change going forward.

- **Beyond Luck:** You no longer automatically miss when you roll double ones.
- **Canny One:** Once per session, when the Narrator delivers Consequences or activates a Challenge's ability, you may treat them as a Threat instead, take the spotlight, and take a single action, even if you just acted. Your action must address the Threat and could even nullify it.
- **Dark Horse:** When you die for any reason, you may narrate your death scene, and in the process, describe any one change to your immediate surroundings or to a character present, as big and dramatic as you want it to be. Any change is subject to the approval of the Narrator and the player of any affected character. If agreed on, this change counts as a tier-6 status that cannot be lessened or reduced in any way.
- **Diligent Drudge:** From now on, the Improve track on all of your themes has 5 boxes instead of 3. Whenever you mark Improve for the 5th time on a theme, you gain two improvements and reset the Improve track.
- **Fumbling Master:** Whenever one of your weakness tags is invoked in a roll (regardless of who invoked it), you may choose to lose 2 Power and mark 2 Improve (instead of 1).
- **Jack of Many Lives:** Once per scene, you may gain as a story tag any non-item power tag you previously had in a theme you evolved or replaced. It expires at the end of the scene.
- **Larger Than Life:** When your action is Imperiled due having lower Might, you lose only 2 Power instead of 3, and status Consequences against you are increased by only 2 tiers instead of 3 (tag statuses are still increased by 1 tag).
- **Loyal Companion:** Once per scene, when you are directly helping another Hero, you may ignore being Imperiled, or treat being Extremely Imperiled as being Imperiled.

- ☐ **Lucky Bastard:** Once per session, when you roll a 6 or less, you may treat it as a 7, as long as you didn't roll double ones.
- ☐ **Magus Magnificent:** Whenever you take action to prepare magic (at camp or otherwise) and gain Power to spend, you may keep your Power in your backpack instead of spending it. If you still have unspent saved Power from before, it expires. You may later spend this kept Power at any time to create magic ability tags on the fly (they must relate to your preparation).
- ☐ **Master of Craft:** Whenever you take a crafting action while camping or sojourning, you may ignore being Imperiled by the Might of the task, or treat an Extremely Imperiled action as Imperiled.
- ☐ **Master of the Little Things:** Choose one of your Adventure or Greatness themes. When its Might would be used against you, you may tell the Narrator to treat it as one level of Might lower than it is. If you evolve or replace this theme, you may choose a new one to bear this Quintessence.
- ☐ **Nine Lives:** When you take a status that exceeds your Limit (usually tier-6), you may reduce it to your Limit at the beginning of the next scene, explaining how you escaped certain death or irreversible transformation. After you do this three times, remove this Quintessence.
- ☐ **Old Hand:** Choose 7 Special Improvements across all your themes.
- ☐ **Pillar of Wisdom:** Once per scene, when you offer valuable guidance to another Hero in an action, they may ignore being Imperiled, or treat being Extremely Imperiled as being Imperiled.
- ☐ **The Bearer:** Whenever you take action to pack (at camp or otherwise) and gain Power to spend, you may keep your Power in your backpack instead of spending it. If you still have unspent saved Power from before, it expires. You may later spend it at any time to create item tags on the fly (they must relate to your packing).
- ☐ **The Common Hero:** Choose one of your Origin or Adventure themes. When using tags from this theme, you may tell the Narrator to treat it as one level of Might higher than it is. If you evolve or replace this theme, you may choose a new one to bear this Quintessence.
- ☐ **Virtuoso:** Once per session, when you roll a 7-9, you may treat it as a 10.

SHAKE THE FOUNDATIONS OF MAGIC

You discover or invent something previously unknown about magic. You develop a new ability, breach a restriction, find a new powerful resource, or similarly change your magic in a groundbreaking way previously thought impossible. Discuss this change with the Narrator and make sure you both agree on how exactly it changes the way you perform your magic, possibly applying new magic rules.

If your magic wasn't unique before, it is now – and it is your burden to decide whether to share this discovery with others or try to keep it a secret.

SPEAK WORDS ETERNAL

In a moment of rare clarity, rage, or mystical connection, you speak or otherwise enact an enchantment that will remain in the world for all time (unless removed by overcoming immense challenges, such as completing a grand quest). You do not have to possess magic to do so – it is the power of the moment that allows you to speak such a powerful spell.

Give an NPC, group, force, or place (but not a Hero) a permanent story tag that can never be scratched and yet can always be burned for Power, when relevant. This could be a curse you lay on the village that betrayed you to always be *rainy*, a *blessing of protection* from the God of Thunder you bestow upon a fortuitous newborn baby, or an oath of *eternal love* you swear to your loved one. You may affect a group, region, or domain as great as the Might of your most Mighty theme, but the Narrator may waive this limitation, depending on the story.

UNEARTH LOST TRUTHS

Your character gets a glimpse into secrets buried deep beneath the surface. It could be a vision of a long-lost past which reveals the long-lost line of the kingdom's rulers, knowledge of a grand ritual that can affect the entire world, or a mind-opening realization of a profound truth about the laws of nature themselves. Choose a subject, a mystery, or an obstacle this secret concerns. Your Narrator might know relevant secrets about this subject, in which case they will provide you with a full account of the key missing information to propel you forward. In other cases, you can suggest your desired answer or solution, and work with the Narrator to integrate it into the tale, if possible.

A detailed illustration of a man with a long white beard and a brown turban, wearing a brown robe. He is standing in profile, facing right, and pouring small white seeds from a small brown bowl into a large, round wooden drum. The drum has gold-colored tuning pegs and some faint markings on its surface. The background is dark with some foliage visible on the left.

Chapter III —

The Secret of Magic





Fundamentals of Magic



The basic game elements of *Legend In The Mist* – themes, tags, statuses, etc. – support a wide variety of magical traditions and methods. This section explores the flexibility of these tools when applied to magic in your game.

Magic can also go much further. Starting on page 206, you will find eight optional **Ways Of Magic**, sets of rules that emulate the feel and effect of common magical arts and abilities found in legend such as alchemy, runic invocations, or ritualistic witchcraft.

Magic Actions

The use of magic and magical abilities is handled in the same way as any other action in the game. It can be resolved with a Simple, Quick, or Detailed outcome.

Magic actions use a magical element to achieve their goal. Most mundane goals could be achieved by either magical or mundane means: you can attack with a sword, or with a bolt of lightning; you can climb the cliff, or magically transport yourself there; etc. Other goals are inherently magical, such as breaking a curse, crafting a magic potion, or extracting a soul – things that do not have mundane equivalents.

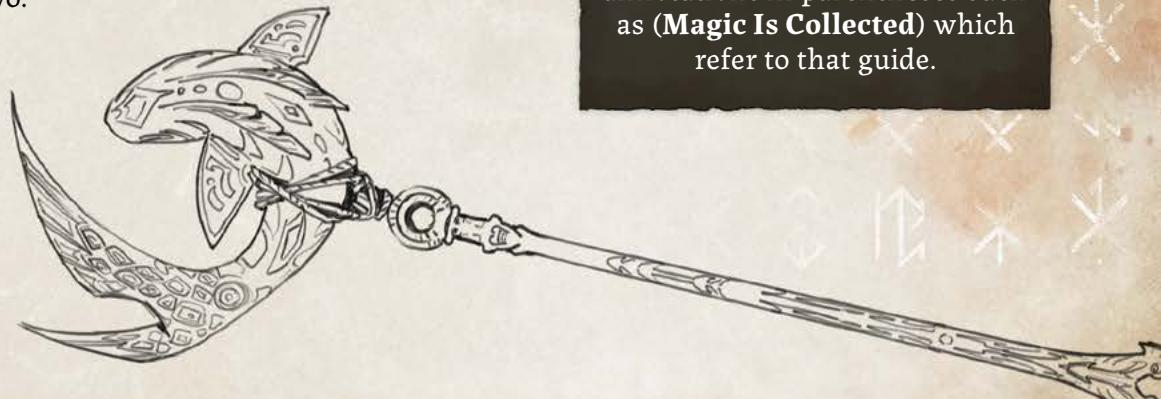
Magic is unusual by nature, so normally you would need a tag that specifically states your magical ability in order to initiate a magical action. You cannot magically transport yourself across a chasm without *magical transportation* (unless it is established that in your world everyone can naturally teleport).

Using broad magical tags (**Hero Creation Checklist**, page 78) is subject to the Narrator's decision in each situation. The Narrator may allow you to transport yourself across a chasm if you possess *wind magic*, but they may require a prep action if your only relevant magical tag is very broad and thus only indirectly helpful, such as *witch*.

Magic prep actions invoke an indirectly helpful magical tag – such as *witch* in the above example – to create a directly helpful magical tag, such as *ride the winds* (**Indirect Tags And Prep Actions**, page 153). Examples of magic prep actions include searching a grimoire to find the right incantation, practicing or memorizing a new spell at camp for later use, or absorbing qi from the environment in preparation for executing a specific technique.

Magic reactions use a magical element or aspect, such as a counterspell or a protective ward that is invoked at the last moment. Like with other reactions, you can only use relevant tags, so some forms of Consequences might be beyond your ability to block or shrug off: you can try to dodge a firebolt, but there is perhaps nothing you can do to stop a spell that turns your armor into mashed potatoes, unless the armor is magically warded or you received some prior blessing.

Later in this chapter, wherever magic actions are mentioned generally, they also include magic reactions, unless there is a specific distinction between the two.



DELVE DEEPER

This section describes how to use magic using the game's standard rules, but magic can also go much further.

The optional **Ways of Magic** that follow this section (page 206) each describes a specific magical path that evoke a more powerful feel and offer richer gameplay, made possible by the addition of custom rules. These reflect the advantages and disadvantages of each path, and makes magical actions of that type play out a little differently, both in flavor and in gameplay.

Each Way of Magic makes certain assumptions about the setting, such as about the nature of magic or its inherent limitations. These may not be true in your game, so check with the Narrator whether and how to use them.

Each Way of Magic also contains theme kits for creating Heroes who possess that type of magic.

You can use these even if you choose not to use the special rules of the Way.

You can create your own Ways of Magic using the guide **The Magic Cauldron**,

Vol. II, page 81. Throughout each Way of Magic you will see annotations in parentheses such as **(Magic Is Collected)** which refer to that guide.



Examples for general magic tags

- Invoking of True Names
- Woodland Witch
- Ghastly Wraith

Other than the title tag question, all questions in a themebook can be answered multiple times. Therefore, different Magic themes can have different kinds of emphasis: one can be made mostly of tags for specific spells (Question C) while another may focus on specific tools and ingredients (Question H).

Examples of magic category tags

- true names of natural forces
- art of concealment
- incorporeal form

Examples of specific ability tags

- true name of the north wind
- salve of detoxification
- consume a soul

The Magic Theme & Magic Tags —

The **Magic theme type** (page 128) is built to support many different types of magic, from spellcraft, through innate magical powers, to relationships with magical beings. Any other theme can also include magical tags, especially themes of types that are steeped in magic like Relic, Uncanny Being, or Monstrosity. You may also have magical story tags, such as for a rehearsed magical song, a preternatural ally, a blessing you received, or a magical item you possess.

Following are guidelines for creating and using magic tags, based on the tag questions of the Magic theme type.

Power Tag Questions

GENERAL MAGIC ABILITY

A What is your magical nature, art, or expression?

Define your magic abilities in the broadest terms. This tag could reflect magic that you perform as well as magic that is a part of who you are.

This tag can be invoked directly when you take a magic action or reaction that is central or inherent to your style of magic, or as a testament of your skill and ability when you also invoke a specific tag for that action.

Or, it can be invoked indirectly, when you take a prep action to find or create a specific spell or ability you don't currently have as a tag and which isn't an obvious part of your magic.

Your general magic ability tag also directly helps actions that are not explicitly magic actions, but are related to your expertise or ability, such as researching magical tomes or identifying other magic by seeing or experiencing it.

SPECIALIZED MAGIC CATEGORIES

B What category, field, or type of Magic do you specialize in?

Define a subset of magical actions or reactions you excel at. These can be schools of magic you're adept in, a single ability with many uses, or a related group of spells, techniques, or gifts. Similarly to the title tag, although more focused, these tags can be used directly with actions that fall squarely within the category, or indirectly to find or create a new ability within the category.

SPECIFIC ABILITIES

C What specific magical ability, maneuver, or spell do you use regularly?

Describe a single, focused magical ability or spell. These narrow tags clearly define a single ability you are capable of and can rely on.

As power tags, these spells and abilities are always available to you and require no preparation (unless scratched). To represent a capability that must be maintained or recreated, such as a shapeshifting form you are still practicing or a potion that needs to be brewed, use story tags.

META-MAGIC ABILITIES

D What is different, better, or special about the way you use Magic?

Describe how you use and manipulate magic. This includes the ability to choose who will be affected by a spell and who will not, to cast magic without speaking or without a wand in a world where common casting requires them, your ability to resist magic, or to avoid the fatigue associated with sorcery. These tags are invoked when your unique meta-magical ability is required or helpful, such as a reaction to prevent a spell from being copied by other sorcerers nearby.



PERSONAL STYLE

E Which personal style or flourish have you added to your Magic?

A cosmetic or stylistic tag, which boosts your Power when you use your magic in accordance with that style.

FAVORABLE CONDITIONS

G In which conditions is your Magic most powerful?

Describe situations in which your magic is stronger. These may be types of creatures or individuals against whom your magic is especially effective, times or dates when it is more powerful, or environments that empower it.

MAGICAL TOOLS

H What item or material do you use to empower your Magic?

Describe tools and ingredients that empower your magic. To invoke these tags, you must be able to use the items they describe, such as hold a wand or inhale special incense.

You and the Narrator may associate specific items with specific kinds of magic to focus these tags; for example, *burning mugwort* may help cleansing and divination, but not with punishing curses. Otherwise, item tags may be considered indirect and require a prep action to support specific use, such as becoming *empowered* by raising your *staff* before casting a spell.

Examples of meta-magic tags

- etch names instead of speaking
- substitute ingredients
- difficult to banish

Examples of magic style tags

- earth-shaking diatribe
- magic gentle as a doe
- draw power from my grief

Examples of favorable conditions tags

- those whose true name I know
- stronger at night
- where the Veil is thin

Examples of magical tool tags

- Tome of Ancient Naming
- antler wand
- victim's blood

Examples of peripheral tags

- lip reading
- tales of the forest witches
- funeral rites

PERIPHERAL TAGS

F What knowledge or lore related to this form of Magic did you acquire?

I What skill related to your Magic have you developed?

J What social skill, trait, or benefit do you have thanks to your Magic?

Describe aspects of your magic that are not directly related to using magic. These tags are not directly helpful for magic actions (except in rare situations), but they connect your magic to other aspects of your Hero and to the world. These tags help in related actions such as identifying and understanding magic, researching magic (including prep actions to create specific magic ability tags, when applicable) or general lore related to your magic.

Weakness Tag Questions

UNFAVORABLE CONDITIONS

A What conditions, uses, or targets are unfavorable for your Magic?

Describe situations in which your magic is weaker or useless. As with favorable conditions, these can describe beings resistant or immune to your magic, or times and places when your magic is suppressed or lacks power. These do not have to be the mirror opposites of your favorable conditions – one may be true without the other.

Examples of unfavorable conditions tags

- **nameless things**
- **direct confrontation**
- **consecrated grounds**

Examples of requirement tags

- **names must be spoken out loud**
- **requires a quiet space**
- **must feel bitterness**

Examples of side effect tags

- **disturbs the order of Creation**
- **slowly transforming into an animal**
- **leaves an emotional trace**

Examples of peripheral issue tags

- **favors words over instinct**
- **ostracized**
- **bodiless**

TAGS FOR REQUIREMENTS

B What does your Magic require in order to function well?

Describe things your magic needs to function properly. Without these, it is weak, ineffective, or prone to complications. The classic requirements of magic things that the Hero must do or possess to enact magic such as time, ingredients, specific tools, incantations, hand gestures, preparation, and/or focus and concentration. These tags can be negatively invoked in magic actions that are weakened due to failing to meet the requirements (a hastily-concocted potion, a haphazardly invoked spell) or to completely rule out the possibility of a magic action.

TAGS FOR SIDE EFFECTS

C What are the side effects of having or using your Magic?

Describe the negative effects of using your magic. These weakness tags can often be invoked to create Consequences after a magic action such as fatigue, bleeding, magical backlash, or strange and random phenomenon. For example, **causes fatigue** can be invoked by the Narrator as Consequences to create a **mage-fatigue** status.

Alternatively, such a tag may be invoked in any action or reaction that follows the magic action and which is affected by its side effects. For example, **causes fatigue** can be invoked as a negative tag when the spellcaster tries to run across the room after casting a spell, because now they are fatigued and the tag becomes relevant.

TAGS FOR PERIPHERAL ISSUES

D How does having Magic make your life harder?

Describe the negative aspects of possessing magic that are not directly related to its activation. These can include changes to one's appearance, physicality, or mind; social issues such as being ridiculed or hunted; or limitations or taboos one has undertaken. Such tags are often invoked in other relevant actions rather than affecting magic actions directly.

EXAMPLE MAGIC ACTIONS & REACTIONS

A comprehensive collection of further examples can be found in the *Action Grimoire*.

HURLING A THUNDERBOLT...

storm titan +1
hurl thunderbolts +1

Power 2

... DURING A STORM...

stronger during storms +1

Power 3

... WITH ALLIES NEARBY.

✗*uncontrolled destruction*
 invoke for Consequences

Power 3

Spend:

Give a status
wounded-3 or *burned-3*.

CAST A SPELL OF SLUMBER...

sorcery +1
mind alteration +1
spell of slumber +1

Power 3

... WITH YOUR HANDS TIED...

✗*requires gestures* -1

Power 2

... AGAINST A GUARD WEARING A HELMET.

✗*physical barriers* -1

Power 1

Spend:

Give a status *sleepy-1*.

DIVINE THE WHEREABOUTS OF A BOY ...

divination +1
enlightening incense +1

Power 2

... HAVING HIS SCARF...

something of theirs +1

Power 3

... AT THE ALTAR OF TUTELARY SPIRITS.

ceremonial sites +1

Power 4

Spend:

Discover new details.

DEFEND AGAINST A DARK CURSE ...

ward evil +1

Power 1

... HAVING BEEN BLESSED BEFOREHAND...

Hero:

blessed-2 +2

Power 3

... BUT PAYING A PRICE.

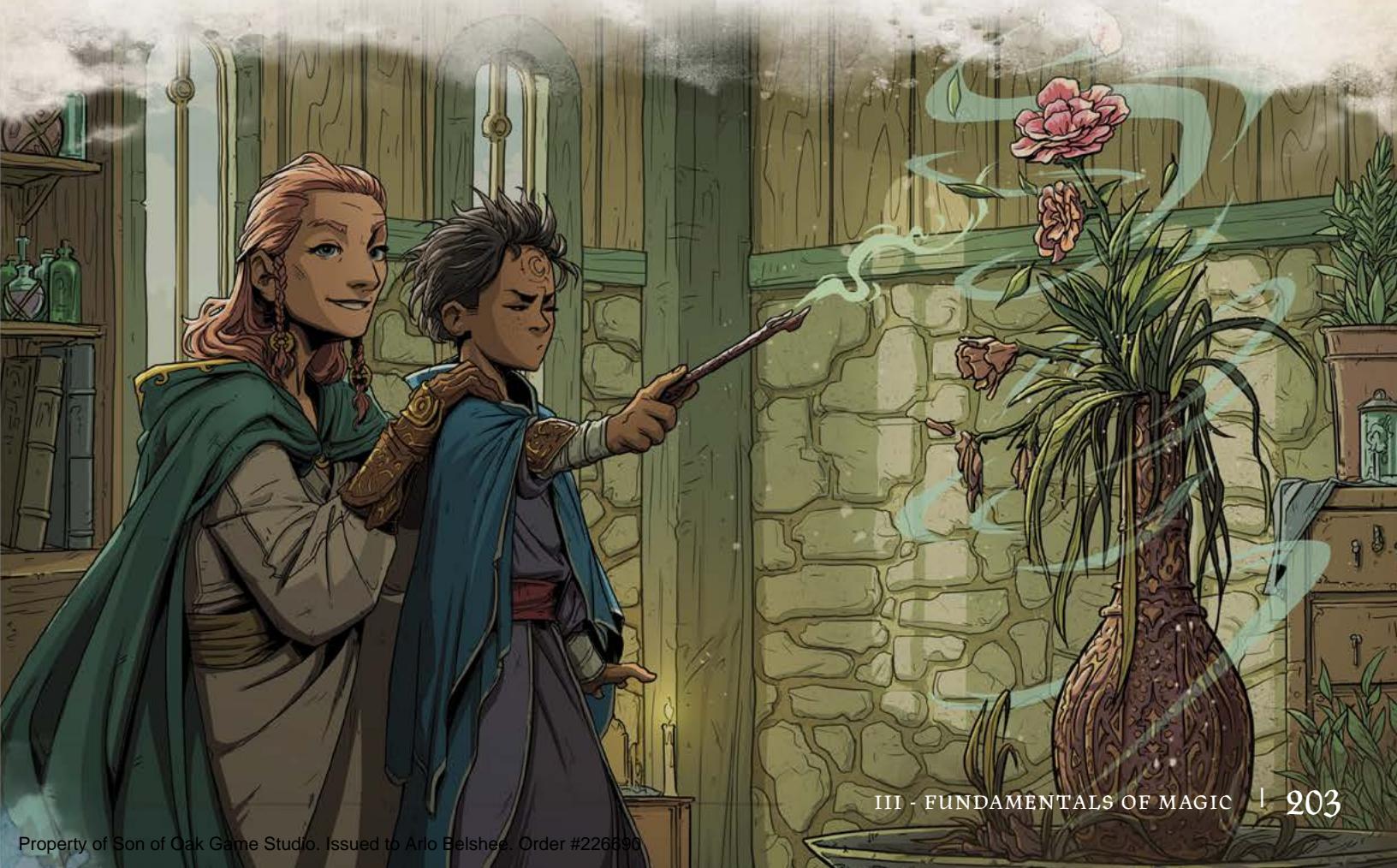
✗*exhausting*

invoke for Consequences

Power 3

Spend:

Lessen the incoming
cursed status.





Magical Quests —

Your Quest can represent magical limitations, requirements, or goals related to your Hero's magic.

WISH: ARCANE ASPIRATIONS

A Quest can represent something you seek in order to grow your magical power or a goal related to your magic. If you turn your back on opportunities to find it three times (mark Abandon), you turn your back on the potential of your magic. If you persist in your search and sacrifice more and more to find what you seek (mark Milestone), you will become more powerful than ever before.

- Your interest in arcane knowledge.
- Your ambition in the pursuit of a source or sources of magical power.
- Your desire to cultivate or achieve a new state of being or consciousness.
- Your search after special ingredients or a unique magical item.

TRUTH: MAGICAL TABOOS

A Quest can be a magical law or taboo you must never cross. If you cross it three times (mark Abandon), you will lose your magical ability. If you pass three tests of temptation, resisting the urge to cross the line (mark Milestone), you unlock the true meaning behind it and deepen your magic.

- The ways of your magical practice, such as rules for conducting yourself or the manner in which you must face the world.
- The ethos or saying practitioners of your kind of magic hold themselves to.
- The one line you won't cross with your magic.
- A binding magical maxim, dictum, or rule you must hold to.
- The demand of a deity, force, or creature that grants you your magic.

HOME: NECESSARY RITUALS

A Quest can describe something you must do regularly to keep your magic. If you fail to perform this task or ritual three times (mark Abandon), your magic will be gone. If you perform this duty or requirement three times, each more diligently or impressively than before (mark Milestone), you will tap a deeper well of power for your magic.

- What you must do to keep your magic functioning, to replenish your power, or keep your magic honed.
- The activity you engage in that connects you to the source of your magic or the community that supports you.
- The wondrous or terrible thing you must do to keep hold of your arcane power or grow it.

QUESTION: INITIATED INTO THE MYSTERIES

A Quest can call upon you to explore deeper into your magic or its source. If you are invited to discover more but renounce this invitation three times (mark Abandon), you renounce the mystery and your power will wane. If you make three sacrifices of a part of yourself to immerse deeper and deeper in the mysteries (mark Milestone), you will reveal profound truths and with them greater magic.

- Seeking to understand the mysterious will of a deity or creature that grants you your magic.
- A mystical question about creation and the deeper or higher forces that shape it.
- A dive into the depths of your own being, or the hidden truths behind your power.

Consequences Of Magic Actions —

When magical actions generate Consequences, the Narrator may use them to reflect the various outcomes of using magic.

- **Collateral Damage:** Magic is dangerous to everyone around. Someone close to you can be physically harmed by your magic (*wounded*, *drained*, or *burned*), or they may be *transformed*, *corrupted*, or *cursed* (either as a status or with tags such as *unrecognizable face*, *unbearable stench*, *stunted arm*, *enfeebled mind*, etc.)
- **Divulging Information (Exposure):** Using magic can attract unwanted attention. If it's flashy or performative you may expose your position, identity, or intentions. Other magic users might be able to sense your power, or learn something about your magic from watching you.
- **Expenditure:** Magic can be taxing, causing you to become *exhausted*, *drained*, or *dizzy*. It can also consume a resource such as *ingredients* or *mana*.
- **Harm:** Sometimes using magic hurts you, making you *bleed*, breaking an object you need (scratch a tag), or making you more and more *cold-hearted*.
- **Imperfect Execution (Blocked; Yes, But):** The magical arts are unreliable at best. A spell can gutter and falter just when you think you had it, leaving you with only half of the desired effect – or less.
- **Loss of Advantage:** Using magic involves taking a risk, and sometimes the distraction or sheer demand of the spell could mean you are no longer holding a *superior position* or feeling *confident*.
- **Side Effects (Blocked; Ill Tidings):** Unexpected outcomes can come from using magic. A doorway to another realm can suddenly appear, or someone could grow a *forked tail* all of a sudden.
- **Unintended Threats (New Challenge):** Magic can call forth forces unseen, cause an avalanche, or allow demons to enter the mortal realm, putting you and those around you under Threat.
- **Wasted Time:** Magic, especially ritual magic, can be lengthy and laborious. While you are working on your spell, *time-passes* and things happen around you: trouble brews, enemies advance, and conditions worsen.



Alchemy & Herbalism

WITH NAUGHT BUT A MORTAR AND PESTLE, ONE MAY UNLOCK THE MOST POTENT OF ESSENCES.

Alchemy and herbalism are related arts that involve the finding, extracting, and combining of special properties present in natural and supernatural plants, organs, and materials, preparing them into wondrous concoctions that can treat wounds or render skin hard as stone. Many villages and remote communities rely on these practices for their everyday needs, while masters of these arts can refine even the spirit itself.

Collecting Recipes

(Magic Is Collected)

Recipes for concoctions are hard to come by and even harder to invent or discover. Every alchemist or herbalist has a list of their known recipes, which are often recorded in a thick tome or a sheaf of scribbled notes. A player keeps this list of known recipes along with the Hero's cards or sheet. The recipe itself is not a tag.

A ready-to-use concoction is represented by a tag (*healing poultice*, *deadly poison*), which is either a power tag in the theme or created as a story tag when the herbalist prepares the concoction (see below). Herbalists can only create concoctions for which they have recipes; if they want to expand the list, they must find recipes or trade for them, or invest time and effort in developing new ones.

Each setting might have some of these recipes or others. In most settings, these recipes are the result of collective generational wisdom and expertise handed down throughout the years.

Some of these recipes might have names that are different from their application – for example, a healing salve might be called *sunroot salve*, representing a common ingredient, and owl vision drops might be called *night faerie's gift*, stemming from a folk story about the time it was first acquired many generations ago. In such a case, record the benefit of the recipe in parentheses: *sunroot salve* (healing), *night faerie's gift* (owl vision).

Concocting

(Magic Requires Preparation)

Alchemists and herbalists craft concoctions in a safe environment, while camping or sojourning (**Advance Preparation**). Crafting is a magic action that creates a story tag from the list of the practitioner's known recipes.

Concoction story tags are kept in the backpack and can be shared like any other item. Power tags can represent concoctions that you regularly prepare and carry with you.



A Stock of Ingredients

(Magic Is In Short Supply)

Alchemists and herbalists must carry *ingredients* with them. The status is reduced by 1 as an inherent Consequence to any concocting action, although this Consequence can be lessened normally by a *frugal* practitioner. *Ingredients* do not increase automatically (**Laborious Replenishment**) – the practitioner must take action to increase this status by shopping, harvesting, or foraging for ingredients.

In addition, unique and potent recipes may require special ingredients, such as a *hair of a nixie*, which must be obtained in advance. These tags may be invoked as helpful tags in the concocting action.

Consuming Concoctions

(Magic Is Spent When Used)

Using a concoction is a magic action which can be done at any time, including during a scene, and by anyone in possession of the concoction (although some concoctions may require instructions to properly apply). When a concoction is used, its tag must be burnt for Power, representing the consumption of the item. This is true for power tags as well as story tags.

Variant: Mixing Ingredients

(Magic Is Synergetic, Magic Is Mysterious)

In this detailed version of alchemy and herbalism, the players themselves experiment with concocting different tags together, discovering their properties and beneficial combinations while risking unwanted side-effects.

Instead of tracking a general supply of *ingredients*, players keep track of individual ingredient tags in their backpack, each one with its own properties and applications, listed in parentheses: *firebloom* (warms the body).

Recipes are known combinations of ingredients, such as:

- *crimson dewdrop* + *firebloom* = *Bone-Warming Tea*, a brew that keeps mountaineers from freezing in the snow
- *crimson dewdrop* + *venomweed* + *gravetouch fungus* = *Petrifying Oil*, a poison applied to weapons that causes full-body paralysis

When concocting a recipe, the practitioner must possess and invoke its ingredient tags, along with any other applicable tags of expertise and specializations.

Practitioners do not know the properties of all ingredients and may be required to discover them through research or through trial and error, at their own peril. Recipes are not required to make a concoction, but making a concoction without a recipe results in a substance whose properties are unknown, and must be tested or carefully examined in order to be understood and added as a recipe.

EXAMPLE CONCOCTIONS

burning smoke powder,
calming tea, cleansing brew,
fireproof balm, growth elixir,
healing salve, magnetizing oil,
memory dew,
necrotic spider venom,
owl vision drops,
pain-relief poultice,
paralyzing poison, quickening dust,
restorative potion, rockskin balm,
stamina brew, strength elixir,
water-breathing elixir,
venom neutralizer

A Hero who uses alchemy or herbalism may often embroil the Fellowship in dangerous side quests to obtain new recipes or rare ingredients.

EXAMPLE INGREDIENTS

basilisk scale
(hardens the skin)
blazing thornfruit
(ignites when thrown)
bloodvine
(coagulates the blood)
crimson dewdrop
(increases blood flow)
dusk ivy
(causes strong hallucinations)
firebloom
(warms the body)
frostcap
(numbs pain)
gravetouch fungus
(weakens vitality)
spidervine silk
(bind, thickens, and entangles)
venomweed
(paralyzes muscles)

Theme Kits



GREENKEEPER (ORIGIN)

The Greenkeeper is a local figure – somewhat dubious, but often well-loved – who brews concoctions that subtly improve natural abilities and promote wellbeing. Whereas members of the community would go to an apothecary to cure a malady, they will go to the Greenkeeper for a little *something* from the secret stash that will make the recipient's life that much better or easier. Some of these recipes are frowned upon by elders and keepers of public order and must be traded privately.

VILLAGE APOTHECARY (ORIGIN)

Apothecaries and other healers are trusted figures in their community, blending the practical with the vaguely extraordinary to create remedies, salves, and tinctures that heal, soothe, and protect. Their work is grounded in tradition and shaped by a connection to the land, allowing them to serve as a vital support in times of peace and crisis alike.

EXPERT POISONER (ADVENTURE)

There are many venoms, poisons, and toxins in the natural realm – and many more in the realms beyond – and the Expert Poisoner has made it their business to study them all. A prestigious assassin, they are sought after by disgruntled serfs and conniving courtiers to play a deadly part in their schemes and machinations. Keeping to the shadows, the Poisoner performs their work silently and invisibly, leaving no trace but the death knell.

ORIGIN

Greenkeeper

focusing draught, energizing tea, enraging powder, mixing recipes, delicious taste, willing recipients, mortar and pestle, harvesting plants, skulduggery

▼ hostile situations, long preparation, accidental self-exposure, too pushy

Everyone should be using my concoctions.

ORIGIN

Village Apothecary

soothe pain, healing salve, sleeping draught, quick application, bedside manners, anatomy, bandages, sweetmint moss, community's gratitude

▼ uncooperative patients, delicate materials, foul smells, haunted by failures

Cure maladies and ease the suffering of innocents – that is our duty.

ADVENTURE

Expert Poisoner

lethal poisons, paralytic poisons, antidotes, aromatic concealment, exotic creatures and plants, poison-coated dagger, blend into the crowd, establish trust, secret identity

▼ spoils quickly, requires direct exposure, vengeful victims, deeply fearful

Avoid detection and resist notoriety.

Fey Patronage

THE WHIMSICAL FAIR FOLK BOON MERCURIAL MAGIC AS QUICKLY AS THEY TAKE IT AWAY. BASK IN THEIR FLEETING WONDER WHILE IT LASTS.

When mortals find themselves the object of attention of one of the Fair Folk, they will occasionally be granted mysterious, bewildering enchantments of the *other* realm – by choice, through a pact, or perhaps unwillingly or unwittingly. The magic of the Fair Folk is as fickle as the beings that bestow it, waxing and waning according to their favor – and leaves its capricious mark on those who avail themselves of it.

The Magic of The Fair Folk

To those familiar with their ways, the fey are known to possess magics such as:

- Enchanting items with speech, or abrupt powers of flight
- Charms of shapeshifting and illusion, often called ‘glamors’
- Charms of trickery, deception, or self-aggrandization
- Manipulation of one’s grasp, the senses, and the waking or dreaming mind
- Shrinking and enlarging of unusual items
- Unexplained means of transportation from place to place, or ‘fairy roads’
- Healing, but also intoxication; invigoration or conversely sapping and weakening
- Cryptic foretellings, often more confusing than helpful

Unexpected and Fickle

(Magic is Fickle)

Those touched by the Fair Folk find that their magic grows stronger and weaker as their patron’s opinion of them sways. A polar status, *fey’s-favor / fey’s-disapproval*, tracks this attitude, and helps or hinders all magic actions using the magic of the fey patron.

The Narrator may update this status following any action strongly aligned or opposed with the patron’s preferences (without the Hero’s ability to lessen it). It is in the best interest of the fey-touched who wish to keep their magical boons to identify their patron’s preferences and stick to this kind of behavior – although the fey are notoriously capricious, and often change their minds. For most practitioners and patrons, trying to curry favor with their patron is an Imperiled action, if not Extremely Imperiled.



ORIGIN

Foxy Trickster

momentarily change appearance,
mimic sounds, inflict
bewilderment, mock the mighty,
read hidden vulnerabilities,
nimble fingers, quick retorts,
provoke, appear harmless

◀ household animals, truly
malicious pranks, distracts
allies, never taken seriously

Add a touch of mischief to
every serious situation.



Mark of the Fey

(Typical Consequences)

Use of the Fair Folk magic changes the fey-touched. As a typical Consequence, the Narrator may give the fey-touched story tags representing magical attributes related to the fey and the magic they grant, such as *glowing eyes*, *floral scent*, *eerie shadows*, *frosty breath*, *strange laughter*, or a *fox tail*. These attributes can help or hinder the character in different situations, especially in social situations or when trying to hide their relationship with their patron.

As a rule, these attributes cannot be concealed using the fey's magic – only mundane efforts can help with this task. The best way to get rid of the marks completely, if the user wishes it, is to ask the fey patron to do so. However, they might think of these marks as gifts, and so such requests are likely to draw their disapproval.

As another typical Consequence of a fairy charm gone bad, the patron creatively, mischievously, or cruelly reverses the outcome of the charm, or fulfills the literal intention of the fey-touched to detrimental results. This style of Consequence can manifest in many ways: from a neighbor suffering the brunt of it (**Ill Tidings**) to an *unrelenting sneeze* that besets the fey-touched, to a sleeping enchantment that makes the fey-touched *drowsy* instead!

Theme Kits

FOXY TRICKSTER (ORIGIN)

The Foxy Trickster uses the playful, mischievous energy of their magical fox friend (their patron) to influence and manipulate others. Through clever illusions, diversions, and pranks, they thrive in social situations and trick their way out of trouble.

Example Consequence Tags: *shorter now*, *echoing laughter*, *fox tail*; also can prank someone nearby giving them *itchy garments* or *prickly behind* at an inopportune time.

🌿 MAGIC OF THE HOUSEHOLD HOB (ORIGIN)

Sometimes an old house or a family with a history with the fey has a small fairy or spirit caring for the home and protecting it. A member of that household can befriend the hob and call upon its handy powers, so long as they are within the home or its grounds. Hobs are notoriously grumpy and easy to offend, and can turn mean and even darkly violent if an affront is not remedied.

Example Consequence Tags: *grumpy mood, constant urge to tidy up, unlucky away from home*; can also scratch tags of items left around the house.

⚔️ BOISTEROUS BARD (ADVENTURE)

The Boisterous Bard inflames the passions of their audiences with delightful music taught to them by their satyr patron. They strum and drum melodies that excite, tantalize, and beguile, and their very presence drives others to wanton and abandon.

Example Consequence Tags: *unruly mane of hair, musky body odor, goat legs, horns*.

⚔️ CHAMPION OF THE FAIR FOLK (ADVENTURE)

The Fair Folk are notoriously known for meddling in human affairs or summoning human heroes to their inscrutable, petty wars. Every once and a while, one of them, appearing by an old standing stone or a murky pond, will offer a warrior their otherworldly panoply in return to doing battle under the banner favored by that mysterious patron.

Example Consequence Tags: *loose-tongued braggart, sparkly bright armor, ghostly sound of horns, stunted weapon arm*.

🔱 HERALD OF SUMMER (GREATNESS)

The Herald of Summer is a distinguished emissary of the fey summer court, carrying its power, authority, and whimsy wherever their patron – the majestic and warlike fey lord of summer – requires. As a bridge between realms, the Herald magically spreads the essence of summer into mortal and fey lands alike.

Example Consequence Tags: *luminous skin, constant mantle of fire, always sunny where I am, arousing envy*.

ORIGIN

Magic of the Household Hob

repel invaders, perform household chores, light an uncanny cooking fire, cure a malady, the house familiar, friendly hearth, endure harsh weather, become invisible, hide secrets

☒ hob is easily offended, requires milk, snoopy neighbors, occasionally missing tools

This is my home, which I shall protect and for which I shall care.

GREATNESS

Herald of Summer

rousing passions, summon the summer, dramatic entrances, mantle of fire, political savvy, high tension moments, golden spear, fiery combatant, respected diplomat

☒ cold conditions, informal situations, draws aggression, single-minded

I am the bright day and the warm night.

ADVENTURE

Boisterous Bard

inflame crowds, loosen inhibitions, dance till you drop, unhindered by inebriation, inhuman stamina, incite aggression, enchant beverages, restorative release, enticing presence

☒ a dour or severe mood, former lovers, physically taxing, a history of property damage

I am the bringer of merriment and diversion.

ADVENTURE

Champion of the Fair Folk

ethereal sword-fighting, magic-countering blade, cloak of protection, battle premonitions, strange brew of healing, move through the Mists, Fair Folk heraldry, raven spies, bravery

☒ magical banishment, must not shy from battle, reputation questioned, haughty and aloof

I shall fight as I have sworn.

Landshaping

FEEL THE LAND, ITS ROOTS, ITS AIR AND WATER. IT IS YOURS. IT IS YOU.

Landshaping is the magic of sensing, awakening, empowering, and directing the land itself to do your bidding. The connection to the land grants great power – some choose to use it in harmony with the environment, while others exploit it for their own needs.

Magic from the Land

(Magic Draws From The Environment)

Landshapers can only work with what they have on hand, depending on the natural environment to both breathe life into their magic and supply it with raw materials. A landshaper learns to recognize the essence available nearby and to perceive how it may be used for their current purposes. A “land” for a landshaper is far more than just its soil; it is its rocks and its waters, its flora and fauna, and it is its weather, the land’s temperament. All of this is available for a landshaper to mold with their magic.

Landshapers draw on a shared resource, *land-essence*, which measures the land’s vitality. Its tier depends on the area: it is high in primal, pristine wilderness lush with life, and low in busy cities and wastelands, where nature has been supplanted or polluted. *Land-essence* only reflects the amount of ambient essence; it does not count as a helpful status for any magic action.

ORIGIN

Town Geomancer

sense local essence, direct local essence, separate elements, ward against misfortune, effects compound over time, balance local energies, better if key dates are known, etched golden compass, business acumen

▼chaotic environment, inaccurate measurements, lack of spontaneity, annoying customers

Everything must be in its proper place.

Depleting The Land

All landshapers in the same area share its essence (**Environmental Supply**) and risk depleting it when overusing the land’s gifts. As an inherent Consequence of every magic action, remove 1 tier from *land-essence*, although this Consequence can be lessened normally by a gifted landshaper. Actions used for sensing rather than shaping are exempt from this Consequence.

If *land-essence* runs out, further landshaping is possible but is frowned upon by most landshapers, as it can ravage the land. Below tier 0, *land-essence* reductions become the polar status *land-ruined*, signifying harm to the land’s life cycles and regenerative ability.

Land-essence regenerates slowly over the course of several hours or days, but *land-ruined* may take months or years to recover and may turn a tract of land permanently desolate if maxed (*desolate* 6).

Sculpting, Not Creating

(Magic Imposes Constraints)

Landshaper magic can only use existing natural elements of the environment, such as the terrain, flora and fauna, or the weather. When describing a magic action, the landshaper cannot create anything that's not already there; they can only shape, augment, and direct these natural elements.

Variant: Elementalism

Instead of a single *land-essence*, each location has a mix of statuses representing various elements befitting the setting. For example, a verdant hill could be *earth-3, wood-2, water-2, fire-0, metal-1*.

Landshapers are limited to these ambient energies; each magic action must tap one or more specific elements and the elementalist must possess specific positive tags that show their aptitude with manipulating these elements. As an inherent Consequence, each element used is reduced by 1. It is impossible to take magic actions with an element that has reached tier 0 – there is simply nothing more to work with, until the land recovers.

Theme Kits

TokenName (Origin)

Local geomancers are humble practitioners of ancient knowledge, who can sense, see, read, or calculate the position of ley lines and the energetic currents of the land. With this knowledge, they can provide instructions on where and how something or someone ought to be positioned, allowing it to draw on the land's essence and maximize the beneficial effects of the local energies. Such geomantic instructions are location-specific, and their effects are mostly felt over time, especially in bustling towns and cities where the land's essence is obstructed.

TokenName (Origin)

The woodland whisperer uses the subtle forces of nature to survive and thrive in the wilderness. By gently directing natural elements around them, speaking to the plants and drawing lines in the sand, they live in harmony with the wild and gain its quiet assistance.

TokenName (Adventure)

The white-haired avengers of remote, snow-clad territories tap into the silent, deadly force of their land, harnessing it to defend the tundra and frozen wastelands. They wield ice and snow as tools and weapons in their quest to bring the fight to their enemies, and have developed the ability to store and carry within themselves the wrath of cold itself.

TokenName (Greatness)

The Primal Earthshaper wields immense power to alter landscapes and ecosystems. They have the ability to raise mountains, part forests, and redirect rivers. Their magic shapes the physical world on a massive scale, forging new terrains and restoring damaged lands. A single Earthshaper can drain an entire geographical region of its essence with their actions.

ORIGIN

Woodland Whisperer

encourage plant growth, animal speech, create shelter, commune with nature, find the path, guiding others, forage anywhere, blend into the wild, rugged charm

▼ built spaces, can't be rushed, distracting visions, can't handle crowds

Don't exploit the land; give back as much as you take.

ADVENTURE

Hoary Avenger

tundra wildlife, call forth a frost golem, raise icy barrier, store tundric essence, smash through, frozen wilderness, bloody vengeance, craft a weapon of ice, nature's protector

▼ warm climate, willful, feel nature's pain, burden of responsibility

Bring down the frost's vengeance upon my enemies.

GREATNESS

Primal Earthshaper

magma flow, sweeping gale, dazzling light, defensive shift, craft unusual forms, see elemental energies, gigantic body, adapt to danger, unflinching calm

▼ tilled or cultivated land, needs constant grounding, harm to bystanders, must go bigger

Leave my mark on the world.

Runic Invocation

ANCIENT GLYPHS AND WORDS OF POWER CALL FORTH FORCES UNSEEN, UNLEASHING THEIR POWER UPON THE MORTAL REALM.

The practice of runic invocation involves accessing magic powers through knowledge of arcane symbols and words, applying them through a deep understanding or feeling of their eldritch meaning. Some inscribe runes to empower objects, while others invoke them openly as magic spells. Each rune has its own meaning; the most powerful runic invokers master many such runes.

Obtaining Runes

(Magic Is Collected)

Runes are the alphabet or words of an ancient language deeply tied to the fabric of Creation. Each rune's magical ability is determined by its meaning in the lost language. The tag for each rune represents the meaning of the specific rune, such as "ward", "fire", or "throw".

Runes are hidden, scattered throughout the world. Some are in hard to reach places, while others have been found and are kept as a guarded secret. Once a runic invoker finds and deciphers a rune, they need to train using it in conjunction with other runes or spend time contemplating its meaning. When they have a strong grasp of the rune, they may add it to their magic theme as a power tag. Runes cannot ordinarily be represented as story tags, unless a special way is devised to store the power of a rune without understanding it.

Invoking Runes

(Magic Is Synergetic, Magic Imposes Constraints)

When taking magic actions of runic invocation, the invoker must draw or scribe one or more runes, whose tags they must possess and invoke when counting Power. Normally, the invoker must be able to somehow chart the rune, whether in the air or on an object or person, or they must be able to speak it; casting runic spells is not possible without one or the other (**narrative principle**).

The resulting effect is a combination of the meanings of the runes invoked. For example, "throw" and "fire" can be invoked together to throw a flaming projectile. Since each known rune is a power tag, the more runes the invoker combines in the final effect, the more Power the magic action will have, but also the more specific its effect will be.



- “call” + “wolf” = summon a wolf to one’s aid
- “call” + “wolf” + “many” = summon a pack of wolves to one’s aid
- “frighten” + “roar” = produce a thunderclap that strikes fear in all who hear it
- “heal” + “friend” + “quickness” = rapidly close the wounds of an ally

The runic language is flexible and the same combinations may yield different results, depending on the will and aptitude of the invoker. For example, “fire” and “shield” may be combined to protect an invoker from fire, to engulf them with protective flames, or to protect them from the cold. The Narrator is the final arbitrator on just how flexible the runic language is and what magical effects can be obtained from every combination.

RUNIC THEME TAGS

The title tag of a Magic theme of runic invocation can be a general magical ability tag such as **Runescribing**, in which case it can be invoked in every magical action performed by the invoker as long as at least one rune tag is also invoked. It represents general aptitude, but cannot be used in magic actions on its own.

Alternatively, the title tag can already include the first and main rune learned by the invoker. For example, **Blazing Invoker** (“fire”). This specialization allows the invoker to take magic actions with their title tag alone, but it only applies to magic actions that involve its runic word.

Variant: Consumable Runes

(Magic Is Prepared, Magic Requires Extra Effort, Magic Is Spent When Used)

With this variant, a rune can be inscribed on impermanent materials (scrolls, talismans, or even one’s skin) by those who know them, and later invoked by others who may not have complete understanding of the rune.

Inscribing a rune is a magic prep action that creates a rune story tag, such as “conceal” ofuda talisman or “strength” tattoo, which is stored in the Hero’s backpack. This action requires knowing the rune as a power tag, and has the inherent negative tags **requires tools**, **requires concentration**, and **requires time**.

When the rune’s owner (or anyone who can read the rune, at the Narrator’s discretion) takes a magic action that invokes the rune, they may use the story tag as if it were a runic power tag. However, they must scratch the story tag after it is invoked and cannot burn it for Power (the **Low Magic** variant). An invoker may combine their known runes (power tags) with such temporary runes (story tags) in a magic action.

You can draw a glyph for each of the runes in this Way of Magic. Take inspiration from ancient real world glyph systems like Futhark, Brahmi, Ogham, Nsibidi, Egyptian hieroglyphs, or Oracle Bone Script (Jiaguwen).

If you wish to make rune casting more immersive and if the players feel up to it, you may ask them to draw the glyphs whenever they invoke these rune tags or pick the right glyphs out of a small collection of glyph cards.

EXAMPLE LIST OF RUNES

“attach”, “balance”, “blast”, “blood”,
 “call”, “chaos”, “cold”, “conceal”,
 “death”, “fire”, “friend”, “frighten”,
 “grip”, “harden”, “heal”, “leap”,
 “life”, “lift”, “many”, “memory”,
 “move”, “order”, “quickness”, “quiet”,
 “roar”, “ruin”, “safety”, “sharpness”,
 “shield”, “split”, “stone”, “strength”,
 “strike”, “sun”, “throw”, “time”,
 “truth”, “unmake”, “void”, “weaken”,
 “weapon”, “wolf”, “wood”



ORIGIN

Runescribing

wearable talismans, "attach", "harden", "safety", "sharpness", durable etchings, aesthetically pleasing, wood-carving knife, eager to help

▼ dirty environments, fragile runes, nearsighted, perfectionist

Treat your runes as pieces of exquisite art.

ADVENTURE

Tattooed Sigils

"strength", "shadow", "steal", "imbue", "pain", whispered activation, netherworld map tattoo, cowl and cloak, full tattoo reveal

▼ painful to use, distinctive tattoos, unnerving magic, tattoo is concealed

Those who marked me in this way hold the key to more power.

Theme Kits —

leaf RUNESCRIBING (ORIGIN)

Runescibers are artisans who learn to imbue objects with simple and practical magical properties by inscribing runes onto them and whispering age-old incantations. In this way, they craft protective wards, lucky charms, heirloom weapons consecrated to their bearer, and other tools of minor power.

flame BLAZING INVOKER (ADVENTURE)

Invokers learn to combine runes spontaneously, drawing elaborate shapes in the air in order to create versatile and adaptive spells in the moment. This invoker focuses on runes that create big and flashy spells, and relies on their quick thinking and creativity to meet others in battle.

axe TATTOOED SIGILS (ADVENTURE)

Dark cults and esoteric monasteries have long mastered the art of tattooing sigils of power on their disciples and monks — or their victims, as living experiments. The bearer of the tattoo need only run their fingers across it or speak a magic word to unleash its unearthly force, but must bear the pain of becoming its conduit.

star RUNE SAGE (GREATNESS)

After years of studying, one may master the most profound runes and learn how to use them to influence reality in ways that defy logic. Some of these sages even learn to invoke runes that bend time and space, making their magic truly awe-inspiring in their ability to reshape the world with nothing but a word.

ADVENTURE

Blazing Invoker ("fire")

"blind", "frighten", "quickness", "throw", quick scribing, colorful and flashy, duelist, perfect timing, sharp tongue

▼ moving targets, unstable footing, conspicuous magic, careless scribe

Fire burns through anything that stands in its way.

GREATNESS

Rune Sage

"memory", "split", "truth", "unmake", "realm", ancient languages, partially deciphered tome, perfect recall, wilting stare

▼ causing direct harm, needs time to think, mental strain, indecisive

Leave no secret undiscovered.

Shapeshifting

ONE'S FORM IS A BRITTLE ILLUSION THAT CAN BE MOLDED OR SHED TO REVEAL TRUE POWER — AT THE RISK OF LOSING ONE'S MIND.

Taking new shapes or bodies, either as an innate ability or as an art, is a power possessed by many legendary creatures and sorcerous magic practitioners. While retaining their conscious mind, shapeshifters can change their physical form or possess a new one and become endowed with fantastical strength and abilities. Yet all shapeshifters risk losing control and succumbing to a form's primal instincts. Some eschew this control entirely; others develop it and become more versatile and refined.

Changing Shape

(Optional: Magic Requires Preparation)

If the shapeshifter already possesses the tags for the new form (either as power tags or as story tags prepared in advance), the change is usually a Simple action that does not end a Hero's spotlight (unless it is somehow uncertain or hindered, or the change is particularly slow).

If the shapeshifter is transforming into a new form for which they have no tags, then the change is a magic prep action that is used to create a story tag representing the new form. Additional story tags represent further features and abilities of the new form, forming a story theme. The Narrator may add a negative story tag to round out the theme as usual.

Changing back into the shapeshifter's original form is also a Simple action, unless it is somehow resisted (see the *instinct* status below), in which case it should be resolved as a Quick action.



EXAMPLE FORM STORY THEMES

House Cat form

stealthy step
unexpectedly in the way
▼catnip

Monstrous Hag form

tough hide
whipping tongue
▼monster hunters

Royal Guard glamor

believable armor
guard's muscle memory
▼scabbard with no sword

Ethereal body

possess a mind
turn invisible
▼bodiless

Unintentional Transformation

The Narrator may give *instinct* as a typical Consequence of being exposed to conditions and substances that force a transformation.

In the werewolf example, *instinct* can be a Consequence during the full moon, being stabbed by silver, or feeling enraged. When it maxes out, transformation occurs whether the Hero wills it or not.

Acting In The New Form

(Magic Requires a Transformation, Magic Imposes Constraints)

Invoking power tags or story tags of the alternate form is only possible while wearing that form, unless the Narrator agrees that a specific tag is also available in other forms (such as a werewolf's *acute senses*).

Similarly, each form has its restrictions, whether physical, mental, or social. Often, certain tasks which are simple in human form become impossible when transformed, which prevents the Hero from invoking certain power tags, e.g. *playing the flute* when in crow form. At the Narrator's discretion, the negative tags of a form can also affect actions taken when in other forms, for example, a werewolf's ▼*distinctive scent*.

Uncontrollable Instinct

(Magic Carries a Price)

All shapeshifters are in danger of losing control over themselves when they are transformed. For this reason, shapeshifters are feared even by their closest friends.

As an inherent Consequence of the transformation, every shapeshifter takes *instinct-1* (or higher, at the Narrator's discretion). As a typical Consequence for every action taken while in the new form, this status may be repeated (stacking multiple *instinct* statuses to grow its tier).

The *instinct* status represents the loss of control over the shapeshifter's actions. *Instinct* helps all actions that are governed by the instinct of the alternate form (a wolf's hunting skill, a tree's stability, a fire's consuming hunger), and hinders all actions that require the opposite faculties of the shapeshifter's original form and mind such as complex thought, decision-making, precision, subtlety, empathy, communication, or strategy.

Instinct also serves as a compelling status, driving the shapeshifter to transform into the corresponding form (or remain in this form) and act out the instinct. Every character has an *instinct* Limit. When it is maxed, the shapeshifter must transform, if they are not already in the form of the instinct, and is completely taken over by that form, forced to act out its urges and unable to transform back to their original form.

Successfully transforming back to the original form may or may not cause the *instinct* status to expire, at the Narrator's discretion. A shapeshifter who can transform into multiple forms may have differing instincts such as *wolf-instinct*, *rabbit-instinct*, and *crow-instinct*. *Instinct* expires with sufficient rest, such as when Resting while camping.

Theme Kits

BEAST-DREAMER (ORIGIN)

Many may dream at night of becoming a galloping horse or a soaring raven, but for a rare few gifted individuals these dreams come true. While they sleep, a beast-dreamer may cast their soul into the body of a nearby animal and guide its actions. Yet other than the beast's unexplained behavior and the things the dreamer saw or heard through its senses, there is little proof such a dream was anything more than a figment of their imagination.

WEREWOLF FORM (ADVENTURE)

The werewolf is cursed – whether by disease, magic, or blood – to transform into a bipedal wolf-human hybrid form. This form's immense strength and feral abilities pose a great danger to the werewolf's enemies and allies alike.

ELEMENTAL BODY (GREATNESS)

By metamorphosing their body or joining their spirit with that of a pure element, this practitioner assumes the form of a material, a natural phenomenon, or even an abstract force. They wield unimaginable power, reshaping the world and defying the boundaries of mortal existence. This theme kit's *instinct* is often expressed by compelling actions and choices unfathomable to human minds.

DOPPELGANGER (ADVENTURE)

Doppelgangers are shapeshifters who specialize in taking the form of human beings, most often their victims. This theme kit's *instinct* can reflect the instincts of the human body copied: lethargy, gluttony, lust, hyperactivity, etc., or alternatively, the instinctive urge to kill and take the place of the person whose shape the doppelganger assumed, mimicking their personality and acting as them in everyday life.

ORIGIN

Beast-Dreamer

dream into wild animals, personal spirit animal [choose], feral attack, wake myself up, animal senses, full moon nights, stealthy movement, animal kinship

▼ *dream into domesticated animals, disturbed sleep, animal-like waking behavior, people are talking*

Why does my soul wander at night?

ADVENTURE

Doppelganger

a forgettable face, cosmetic changes, read their memories, time to study the victim, close contact with victim, sudden attack, quick lie, camouflaging skin

▼ *very large or small bodies, not enough time with them, intense scrutiny, hated and reviled*

Find out who I am by trying different guises.

ADVENTURE

Werewolf Form

enormous strength, tooth and claw, unrelenting hunter, acute senses, terrifying howl, true wolf form, cover of night, pack fighting, a few trusted friends

▼ *fear of fire, needs the pack, involuntary shift, humans' fear of wolves*

Find a way to live with the wolf instead of fighting it.

GREATNESS

Elemental Body

magma flow, sweeping gale, dazzling light, defensive shift, craft unusual forms, see elemental energies, gigantic body, adapt to danger, unflinching calm

▼ *mixing elements, chaotic environments, dissolved body, emotional outbursts*

Surpass all limits of mortal form.



Way of Magic

Sorcery

WREATHED IN THE SURGING THREADS OF THE SHROUDED FABRIC OF OUR WORLD, A SORCERER MAY MAKE TRUE THEIR WILDEST DREAMS WITH BUT A WORD.

Sorcery is the secret art of drawing, intertwining, and releasing the magical threads of reality to shape it in marvelous and terrifying ways. Its practice requires arcane knowledge, most of which is lost to time, as well as discipline, precision, and always – a mote of the sorcerer's own life force. In return, sorcerers channel incredible power through their spells, limitless in its potential and versatility, and at the same time dangerous in its catastrophic backlash.

Powerful One-Time Incantations

(Magic Is Spent When Used)

A sorcerer casts spells – single-use magical surges that have great power. Whenever a spell is cast, the Hero must burn its tag for Power, starting each spell at 3 Power instead of 1 but making spellcasting a seldom-used affair. Spells therefore are usually represented by a specific tag, but if a sorcerer has no specific tag to burn, they may burn a broader tag instead (such as their Magic theme title tag).

Spell tags can be part of a Magic theme, representing practiced formulas, or story tags kept in the Hero's backpack, representing spells memorized in advance, or stored in items such as scrolls or magic rings. Spell power tags are recovered as normal, as well as through camp Rest, and a spellcaster can have tags such as *spell recall* to help recover lost spell tags quicker.

SPONTANEOUS SPELL

Sorcerers can also attempt a more spontaneous form of spellcraft by taking a prep action to make a new spell tag on the spot (often using their Magic theme title tags and other broad tags) and then cast the spell by burning the new spell tag. This prep action does not incur the risks of casting a spell (see below), but the Narrator may rule it *requires some time*, especially if the spell is complicated.

Sorcery Exerts A Toll

(Magic Carries a Price)

A sorcerer uses their own life force to weave a magic spell. As an inherent Consequence whenever a spell is cast (magic action or reaction), the sorcerer becomes *drained-1*, a status which hinders all magic actions, as well as other forms of mental and physical exertion.

This Consequence can be lessened as normal. Sorcerers may possess abilities or items that specifically help them lessen the exhaustion or recover from it quickly, such as *enduring spirit* or *vial of mana*.

Sufficient rest (including Resting while camping) can restore the sorcerer's energy and expire the status.

Complex Spellcasting

(Magic Requires Extra Effort)

The sorcerer must use the correct hand gestures and magic words in order to cast the spell. This process is delicate and requires focus and concentration. As such, all sorcery spells have the inherent negative tags *requires incantation*, *requires hand gestures*, and *requires concentration*; if any of these are absent, the spell is weakened and the risk of failure increases. Sorcerers can train in techniques that counter these requirements by choosing tags such as *silent spell*, *motionless spell*, and a *mind of steel*.

Hazardous Botch

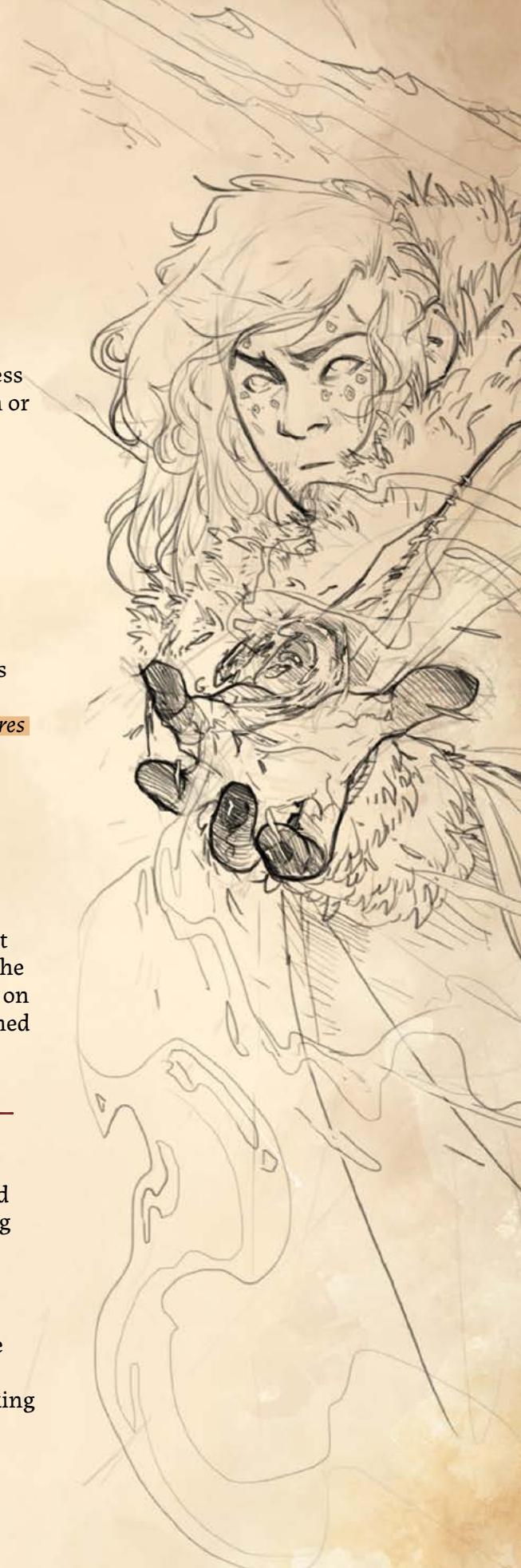
As a typical Consequence, a spellcasting action that does not result in a Success may still cast the spell but with unintended results. The Narrator should determine the Effects of the Consequences based on the Power of the spellcasting action – the more powerful the botched spell, the harsher the mishap.

Variant: Corruptive Sorcery

(Magic Carries a Price)

Magic is a forbidden practice that twists the sorcerer's soul. Instead of paying with life energy, sorcerers are corrupted by magic, taking *corrupted-1* as an inherent Consequence of spellcasting (they may attempt to lessen it if they have the means).

Corruption does not expire on its own: removing *corrupted* can be done only with the right restorative magic, often a feat beyond the power of corruptive sorcery. When *corrupt* exceeds its maximum (above tier 5), the Narrator alters the Hero's themes and tags, making them inhuman and evil.





ORIGIN

Untrained Potential

spur of the moment spell, telekinetic tricks, sleeping spell, lock opening spell, charm spell, rapid mana recovery, free-spirited, sheaf of notes, magnetic personality

✗ lacks discipline, lacks training, mishaps and side-effects, emotional turmoil

I haven't found the right master yet.

ADVENTURE

Spellsword

enflame a blade, area spells, witching barrage, vanish and reappear, shielding ward, reveal enemies, potion of mana, alert, focus under pressure, tactician

✗ constrictive battlefields, overspecialized, evokes aggression, overconfident

Magic is a tool as important as my sword and armor.

Theme Kits

UNTRAINED POTENTIAL (ORIGIN)

The ancient traditions claim the potential for magic can bloom in anyone. This uncouth individual possesses the power, perhaps, to cast magic spells, but they have neither the knowledge nor the skill. It is all they can do to clumsily steer the surge of scintillating possibilities when the moment calls for it.

SPELLSWORD (ADVENTURE)

Spellswords are unscrupulous mercenaries, bodyguards, or assassins who employ sorcery in order to achieve supremacy in battle, and who sell their services to the highest bidder. Their spells can shield them from attacks, augment their fighting prowess, or obliterate their foes. This focus on battle sorcery, however, forces them to neglect other fields of magic.

WANDERING WIZARD (ADVENTURE)

With their telltale pointy hats, worn-out robes, and ornate staves, Wandering Wizards are a rare yet easy to recognize sight. Journeying across the world for their own unknown reasons, they foster an eclectic understanding of magic and a broad knowledge of spells, so broad it sometimes takes them a moment to peruse. They put this craft to good use in solving (or causing) the problems of locals, in return for accommodation, food, or coin (or being chased out of the village).

ELDRITCH ARCHMAGE (GREATNESS)

The Archmage of the Eldritch Arts is a master of forbidden magic, wielding terrifying power with little regard for the risks. They push the limits of magic, bend reality to their will, and court corruption and danger as they strive to achieve their ruthless goals. Their power comes at a cost, but for the Archmage, no price is too great.

ADVENTURE



Spellsword

enflame a blade, area spells, witching barrage, vanish and reappear, shielding ward, reveal enemies, potion of mana, alert, focus under pressure, tactician

✗ constrictive battlefields, overspecialized, evokes aggression, overconfident

Magic is a tool as important as my sword and armor.

ADVENTURE



Wandering Wizard

discern sorcery, counterspell, burgeoning spellbook, transfiguration, limbs to stone, magical fireworks, invisible servant, spellcraft lore, staff of projection, inquisitive

✗ fumbles under pressure, loose spell threads, world weary, meandering line of thought

The best solution to any problem is a clever spell!

GREATNESS



Eldritch Archmage

wave of corruption, summon shadows, dominate will, tear rifts in reality, eldritch entity lore, lesser beings, tainted crystal, harness chaos, universally feared

✗ frightens the mundane, requires incredible power, magic strains reality, stop at nothing

Soon, the ultimate secret of the eldritch arts shall be revealed to me!

Spirit Binding

OUR WORLD IS SHAPED BY PRESENCES BEYOND SIGHT, SOME GRACIOUS AND SOME MALEVOLENT. LEARN TO MASTER THEM AND YOU SHALL MASTER ALL THINGS.

The art of spirit binding seeks to understand and command the personified yet often invisible forces inhabiting and shaping the world. These “spirits” are everywhere, in the natural world as well as in human dwellings and settlements, and beyond, in other realms. Spirit binders often learn to interact with and bind a certain kind of spirit; experienced and knowledgeable practitioners hold sway over many spirits.

Locating and Binding Spirits

(Magic Requires Preparation)

“Binding” is a general term for many different approaches. A practitioner may befriend a spirit, appease it with offerings, contain it with mystical wards and then force it to comply, offer their own body as the spirit’s host, or completely subjugate the spirit by invoking higher forces related to its origin.

Each spirit has its own origin, abilities, and agendas. Understanding, finding, and identifying spirits to bind is the first step in the work of a spirit binder. A spirit binder may take action, magical or not, to gain access to such spirit (e.g., mystically sensing nearby spirits or simply conversing with a visible spirit). Many spirit binders become good communicators and investigators in order to figure out which spirits are available for them to bind.

Binding a spirit is a magic prep action, which creates story tags representing the spirit and its abilities. The first story tag created must be the name of the spirit. Additional story tags represent the spirit’s specific abilities, forming a story theme. The Narrator may add a negative story tag to round out the theme as usual. When a binder binds a spirit, they may also spend Power to have it manifest already in a specific state by giving it a status such as *friendly* or *flaming*.



EXAMPLE SPIRIT STORY THEMES

Grandpa Lo

gross bodily sounds
history lesson
easily sidetracked

Will O' The Wise

guide to safety
misdirect
mischievous

Deathly Hound

ghost bite
freezing howl
terrifies my allies

Archon of Dominion

make them bow
compelling decree
only aids true rulers

Putting Spirits To Work

Once the spirit's story tag is in the binder's possession, the binder is considered to be in control of the spirit and can use its tags in ally actions (page 164). The binder may also dismiss (banish) the spirit at will, unless a tag or a status indicates it is inclined to persist on its own.

The bound spirit will perform actions that are opposed to its own will, and even to its own survival. However, as a typical Consequence of these actions, the spirit might become *defiant*, *unhelpful*, or even *vengeful*, representing its resistance to keep acting against its will. A spirit might also break free of the binder's control, freeing it to escape or retaliate (**New Challenge**). Alternatively, these emotional statuses could be tracked against a *break-free* Limit; when it is maxed, the spirit breaks free.

Dangers of Spirit Binding

(Magic Carries a Price)

Entering a pact with a spirit requires a price to be paid: the binder's own spirit becomes misaligned with their physical body. As an inherent Consequence, the binder's mind and soul may become *disoriented-1*. This status hinders almost every action that relies on senses or physical actions, as the binder's body does not submit to their will. To reduce *disoriented*, the binder must spend some time resting and indulging in simple pleasures, which moors their spirit back in the body.

Alternatively, binding a spirit allows its nature to influence the binder. Some nature spirits affect your personality to match their own (*bestial*). Binding spirits of disease or death directly drains your vitality (*weakened*). Spirits that represent human ideals demand your submission (*obedient*). Some types of spirits may attempt to possess the binder (*possessed*). Each of these hinders different actions, and can be removed in different ways.

Binding Challenge Spirits

Challenges that are spirits can also be bound by a practitioner with the right know-how.

The binder must first successfully banish or appease the spirit, showing their power over it. Then, if they choose to attempt to bind it, the Narrator adds a bind Limit. When maxed, the binder gains Power equals to the sum of the banish (or appease) Limit and the bind Limit to spend on story tags for the spirit.



Theme Kits

ANCESTOR WORSHIP (ORIGIN)

The spirits of one's ancestors hover about them and protect them as best they can, but most ancestors have little power over the living. Worshipers who can commune with the ancestors may share in their knowledge, experience, and wisdom, receive guidance from beyond the grave, and may even briefly channel their forebears through their bodies, although grating personalities and old gripes may stand in the way.

FAMILIAR MASTER (ORIGIN)

Familiars are otherworldly spirits who take the guise of animals, mythical creatures, persons, or natural phenomena. They possess miraculous powers which they selflessly put at the disposal of their master once their loyalty has been earned. Many a warlock and witch draw their supernatural abilities from one or more familiars, and seek to find and bind mightier spirits to their service.

CALLER OF NATURE SPIRITS (ADVENTURE)

Every place in nature and every natural phenomena is stewarded and cultivated by its own secret spirits. In hidden pools of water, at the top of prominent landmarks, and within the rustling woods one can find dryads, wind devils, and nixies who can be powerful allies. Those who call upon such spirits to their aid are often respectful towards them, and try their best to align with the interests of nature.

DEMON BINDING (ADVENTURE)

Demons, or spirits of rage and violence, are exceptionally dangerous to control. Those who fail can expect to pay dearly, while succeeding grants one immense power to dominate and destroy.

ORIGIN

Ancestor Worship

wrathful ancestors, wise
ancestors, cultural memory,
speak with their voice, lay of
the land, protecting my family,
ancestral arts and crafts, showing
respect, voice of the community

▼ my body's limits, endanger
myself, forget my own
abilities, old family drama

Our family comes first.

ORIGIN

Familiar Master

spirit of protection, spirit of the
snows, trickster spirit, spirit of
jade, serpent-like familiar, caring
for familiars, fragrant fruit
snacks, familiar transformation,
containment vessel

▼unruly familiars,
exhausting care, rival masters,
ridiculed by society

My familiars and I are
bound by the same fate.

ADVENTURE

Caller of Nature Spirits

stone spirits, animal spirits, foliage
spirits, weather spirits, sense
nearby spirits, sense corruption,
aligned with spirit's will, reverent
language, find the middle ground

▼far from nature, absorb
unwanted natural features,
attract corrupted spirits,
indifferent to human affairs

Only in harmony with
the natural world will we
humans find our place.

ADVENTURE

Demon Binding

fiery demons, terrifying
demons, demons of pestilence,
corrupt natural landscape,
wide-scale destruction, demon
lore, cause tension, beguiling
tongue, assert dominance

▼harmonious actions, requires
constant concentration,
widespread aversion to
demons, indulgent impulses

To grow my power, I
must find and control the
most powerful demons.



Witchcraft

HUNTER'S MOON OF BLOOD-LIKE FASHION,
HARKEN YE OUR INCANTATION,
PAST THE VEIL WE WISH TO GANDER,
FOR A SOUL TO TEAR ASUNDER.

Witchcraft relies on elaborate rituals to invoke eternal laws and manifest the powers of goddesses and demons. From hexes to blessings, witches wield an ancient art; its rites demand occult understanding, talent, time, and concentration, as well as specific conditions, tools, and ingredients, but the rewards are potent and far-reaching.

Witchcraft Rituals

(Magic Requires Extra Effort, Magic Can Be Empowered)

Witches conduct long and elaborate rituals in order to hex, bewitch, and enchant. These rituals can achieve powerful results, as long as certain rules of magic are observed.

Rituals are typically carried out for:

- Divination and scrying
- Communing with fairies, spirits, angels, and demons
- Blessings and cursing (hexing)
- Placing or breaking an enchantment upon a place or a person
- Protection from misfortune or from otherworldly forces
- Causing harm or accident

The requirements of a ritual are represented by the inherent negative tags **requires time**, **requires concentration**, **requires gestures or incantations**, and **requires implements**. These negative tags do not normally come into play when a ritual is performed with adequate preparation, but they may limit a witch from taking spontaneous or hasty magical actions (see Cantrips, below).

Rituals can gain more Power through these means, all of which are inherent positive tags:

- **Rhyming** (*rhyming incantations*): This tag is helpful when a player (or the Narrator) speaks their witch's incantation with a rhyme. It must be a new rhyme each time.
- **Sympathetic Magic** (*sympathetic magic*): This tag is helpful when the practitioner has taken considerable effort to symbolically represent individuals, forces, or magical laws involved in the ritual. This could entail using an effigy or poppet to represent the target of the spell, or make a cutting motion with a knife to represent the cutting of an emotional bond. If the symbolism is represented by an existing tag (such as an item tag), invoke that tag instead.



- **Special Times and Places** (*time of power, place of power*): These tags are helpful when the ritual is performed during a special time of power, such as the new moon or a unique astrological date, or at a place of power, such as over a grave or at a mountaintop altar. To empower a ritual, the significance of time and/or place must be congruent with its purpose.
- **Powerful feelings:** At the Narrator's discretion, statuses such as *angry*, *embittered*, or *loving* can help empower a ritual with which they are related and congruent. The presence of powerful feelings may also disrupt concentration and therefore could cause dire catastrophe for a witch. A Narrator may rule that strong feelings are supportive of one part of the ritual but are an impediment for another.

Types of Rituals

There are several ways to reflect witchcraft magic actions – rituals – in your game.

CANTRIPS (MINOR RITUALS) (Ritual As Flavor)

Witchcraft can be used for quick incantations, prayers, or hand gestures performed by the practitioner to work minor miracles, provide limited protection, to cause a mishap, or to hex an aggravating neighbour with an inexplicable yet temporary itch.

Such cantrips are performed as a single magic action. However, due to the fact witchcraft *requires time*, they produce inherently weaker effects (-1 Power). Many witches carry a portable implement such as a hazelwood wand, a curved dagger, or a bewitched talisman (narratively or as a tag) to focus their magic and satisfy the need for implements even when there is no time to prepare; without a tool such as this, cantrips become even weaker (-1 Power).

A witch with no time, no tools, no ability to chant or gesticulate, and no ability to concentrate is all but lost (-4 Power).

RITUALS WITHIN A SCENE (Magic Requires Gathering Power)

When a ritual is carried out within the scene, but is not the focus of the scene, the witch must take one or more magic prep actions in order to prepare the ritual and build sufficient *ritual-power*. This involves the witch centering themselves, putting over an altar, chanting, dancing, meditating, and such. To speed up this process, witches often sacrifice offerings (*curd of cream*) or symbolic representations of the target of the spell (*wooden effigy*) by burning these tags for Power.

The witch can then take the final magic action to unleash the spell, hex, or blessing; its Power may not exceed the tier of *ritual-power* (**Power Cap**). *Ritual-power* does not otherwise affect the Power of the final magic action. The Narrator may rule that some tags used to build power during the ritual (prep action) may not be applicable for the final unleashing of the spell.

Once the final magic action of the ritual is complete, reduce the tier of *ritual-power* by the Power of the action (**Severe Sapping**). *Ritual-power* quickly expires once the ritual is no longer performed, and the witch must begin anew in order to build more *ritual-power* (**Laborious Replenishment**).

RITUAL AS ITS OWN SCENE (Ritual As A Journey)

An important witchcraft ritual can become the focus of an entire scene by playing it as a Journey (Vol. II, page 198).

Each ritual Journey has 2 to 6 steps that the witch (and their allies) must traverse to complete the ritual. The witch chooses the steps and their order, but the Narrator may add other steps to represent unforeseen difficulties.

At the end of a ritual, the witch gains 1 Power to spend on its magical Effects per successful step.

RITUALS WHILE CAMPING OR SOJOURNING

Witchcraft performed while camping or sojourning is resolved as a single camp action.

Variant: Mightier Witchcraft

The brand of witchcraft described above depicts ritualistic magic that is difficult and slow to perform. It fits settings of low magic, such as gritty or rustic fantasy, where magic comes either at a great cost or with much toil, with witches striving for the latter over the former.

As an alternative, and especially if witches are expected to contend with other, faster forms of magic, you may rule that all witchcraft rituals (except cantrips) act at one level of Might higher than they normally would, leading them to be **imperiled** less often and **favored** more often (Might, page 171). Witchcraft then becomes a path to greater even if slower outcomes, matching quicker magic with more decisive results.

Theme Kits

CULT INITIATE (ORIGIN)

Initiates learn the secrets of witchcraft through the teachings of a coven or cult. Their rituals are guided by strict doctrine, aiming to serve the collective power of the group as well as grow the initiate's own abilities. Often the cult follows an eternally-chained demon, a mysterious powerful witch, or a darksome goddess of the night.

HEDGE WITCH (ORIGIN)

A reclusive and odd fixture in the village life, often living alone on the outskirts, the Hedge Witch relies on self-taught and intuitive witchcraft and a close connection to natural cycles to offer blessings and curses to those brave enough to seek their aid and risk their wrath.

TRIBE SOOTHSAYER (ORIGIN)

The soothsayer performs divination rituals for all who come to consult them, from outcast to chieftain, if their questions (and in some cases, offerings) merit the ritual. Tossing painted bones and beseeching the spirits to guide them, they receive insights and intuitions into what is yet to pass.

COVEN WITCH (ADVENTURE)

Covens are collectives of witches working together to channel greater power. Whether they are hags poring over a bubbling cauldron in a mountain cave, maenads dancing wildly in the woods to awaken a horned god, or a secretive conspiracy chanting and charting candlelit circles in a townhouse basement, a coven always stick together to further their gain and protect themselves from the outside world.

ADVENTURE

Coven Witch

dark curses, lifeforce transmutation, weather control, channel others' power, book of hexes, sacred ritual circle, iron cauldron, interpreting omens, coven's trust

▼ disobedience, loud chanting, amplify negative emotions, controlling personality

Together, we shall have our way!

ORIGIN

Cult Initiate

warp thoughts, evoke nightmare, bind with unseen bonds, group magic, cult lore, works well with others, ceremonial knife, sneak away, cult protection

▼ discord within the cult, weaker alone, marked by dark forces, being exposed

I'll do what I must to share in the power of the cult.

ORIGIN

Hedge Witch

health and well-being spells, affect the senses, magical protection, love spells, knotting of invisible threads, practice in pristine nature, gather ingredients, fierce independence, feared

▼ magic in built areas, easily disrupted rituals, physically draining, isolated from society

Leave me alone!

ORIGIN

Tribe Soothsayer

divination rites, reading the fate of a group, foresee misfortune, lie about what I've seen, beseech spirits, subject is present, colored bones and beads, intuitive evasion, demand reverence

▼ obscured fate, requires spiritual purity, visions of a dark terror, expected to have answers

When the spirits grant their guidance, one best follow.

Appendices



GLOSSARY

Abandon (page 75): A track on a Hero's **theme** that records how close it is to being replaced. When the Hero acts against a **Quest** in a manner the player deems meaningful, they mark Abandon on the Quest's theme. When the third Abandon is marked, the theme is replaced (page 192).

Action (page 149): The game loop phase dedicated to a Hero's action. After the Narrator **Establishes** the scene and hands the **spotlight** to a player, the player describes their Hero's action. The Narrator then decides to resolve this in one of three ways, also called outcomes: **Simple**, **Quick**, or **Detailed**. (**Challenges** take actions in other phases, using **Threats** and **Consequences**.)

Adventure: A *Legend in the Mist* story with a beginning, middle, and end, often consisting of several scenes and played over one or more **sessions**.

Burn a Tag for Power (page 158): Before a roll, a player may voluntarily scratch one (and only one) power or story tag that is directly helpful to the action to gain 3 Power (instead of the tag's usual 1 Power).

Camping (page 179): A **scene** during which the Fellowship rests, recovers, and prepares, typically with low or no stakes. An especially long period is called a sojourn. During a camp or sojourn, the following happen in order: The Narrator expires story tags; the place of stay is established; every Hero spends two periods of activity resting, reflecting, or taking camp actions; the Fellowship theme recovers tags.

Challenge (Vol. II, page 104): A Challenge is someone or something that stands in the way of the Heroes or their agenda. It presents **Threats** that can become **Consequences**, and the Heroes must take **action** to overcome it. When a Challenge is overcome, it ceases to interfere with the Hero's goals. A Challenge with a **Limit** is designed to be overcome over several actions, and to be the focus of a scene. A Challenge with no Limit is designed to be overcome with a single **Quick** action.

Consequences (page 160): A story development that makes things more difficult for the Heroes. This is also the name of the game loop phase in which the Narrator delivers Consequences. Consequences can happen when:

- The Heroes have ignored a **Threat**.
- The Narrator chooses to **invoke** a weakness **tag**, explaining how its presence brings a detrimental development.
- An **action** led to Consequences. In a **Simple** action, this is the Narrator's choice. When rolling, for a **Quick** or **Detailed** action, a final result (dice + **Power**) of 9 or less (or rolling double ones) leads to Consequences.

Consequences may be purely narrative or involve negative game **Effects**. Before Consequence Effects can be applied to a Hero, the Narrator may allow the Hero to roll a **reaction** to try and **lessen** them.

Detailed (page 151): A way to resolve a Hero's **action** when the Narrator wishes to (a) play through a conflict with more details, play-by-play, (b) measure the degree of success; or (c) let the player choose the specific outcome. The player rolls, as with a **Quick** action, then spends the action's **Power** on **Effects** that match the action.

Effects (page 154): The outcome of an **action** or **Consequences** as reflected in game elements such as **tags** and **statuses**. A Hero can spend **Power** or a Narrator can use Consequences to manipulate game elements and gain benefits: creating or removing **tags**, giving or reducing **statuses**, and for a Hero, discovering new details or choosing extra feats (page 157). A Hero's spending Power is usually generated in a **Detailed** action, or during **camp** or **sojourn**. The Narrator does not spend Power and can choose any number of Effects at any degree of impact.

Establish (page 146): The game loop phase dedicated to presenting the current situation in a **scene**. At the start of a scene and at the start of each **turn**, the Narrator describes or re-describes the scene, new developments, the stakes, the **Challenges**, and their **Threats**, and then gives one Hero the **spotlight**, so they may take an **action**.

Expire: The Narrator's choice to remove a story **tag** or **status** when it no longer makes sense in the narrative. This typically happens during **Establish** (for short-lived tags), at the end of a scene, or at the start of a **camp** or **sojourn**.

Hero: One of the main protagonists of a *Legend in the Mist* game, portrayed and controlled by one of the players.

Improve (page 187): A track on a Hero's **theme** that records its gradual improvement. A Hero

marks Improve on a theme when its **weakness tag** is **invoked**, or when choosing to Reflect during **camp**. When the third Improve is marked, the Hero resets the track to zero and gains an **improvement**.

Improvement (page 187): An advancement for a **theme** that increases its usefulness, most commonly by adding a power tag. A theme gains an improvement when the third **Improve** is marked on it or when choosing to Reflect during a **sojourn**.

Invoke: The naming of a relevant tag or status by a Hero or the Narrator when counting **Power** for a **Quick** action, **Detailed** action, or **reaction** roll. The Narrator can also invoke a Hero's weakness tags to generate **Consequences**.

Journey: A **Challenge** that portrays a step-by-step progression through a landscape, through time, or through a process, and is played as a sequence of short Vignettes.

Lessen (page 162): Using the Power of a successful **reaction** to reduce or remove **Effects** received as **Consequences**, by spending the same amount of **Power** that would generate such Effects.

Limit (page 169): Every Hero and some **Challenges** have one or more Limits, a number between 1 and 6, representing the maximum tier they can take of a given **status**. If a Limit is reached, the Hero or Challenge is overcome and can no longer take any **action** for which that status would be **relevant**. A Hero's Limit for any status is 5. Heroes may have to take action to reveal a Challenge's Limits. If the tier of a status exceeds a Limit, its effects become long-lasting or permanent in a lethal or transformative manner. A Limit is written with a red background, with its tier (max) inside a shield or parentheses, such as *harm(4)*.

Might (page 171): Might represents the inherent difference between three scopes of capability: Origin, the ordinary; Adventure, the remarkable; and Greatness, the incredible. The Narrator can decide to involve Might when there's a clear gap between the capabilities of the Hero and their foe or the situation, by making an action Imperiled or Favored. A Hero's Mighty aspects are determined by their Adventure and Greatness **themes**. Might can be a boon but it can also be used against the Mighty.

Milestone (page 187): A track on a Hero's **theme** that records how close it is to being evolved.

When the Hero reaches a new achievement in pursuit of a **Quest** in a manner the player deems meaningful, they mark Milestone on the Quest's theme. When the third Milestone is marked, the theme is evolved (page 190).

Power (page 152): A number that encapsulates an **action**'s impact and probability of success. It is added to a dice roll in a **Quick** action, **Detailed** action, or **reaction**, and is spent on **Effects** in a **Detailed** action or a **reaction**. Spending Power can sometimes be generated separately from a roll, such as when taking a **camp** or **sojourn** action.

Quest (page 188): A goal or belief of the Hero that is related to one of their **themes**. Following a theme's Quest and marking **Milestones** can lead to evolving the theme (page 190); turning one's back on it and marking **Abandon** can lead to replacing the theme (page 192).

Quick (page 151): A way to quickly resolve a Hero's **action** when there's risk or uncertainty involved, while maintaining a rapid pace to the storytelling. The player counts **Power** by **invoking relevant tags** and **statuses**, and rolls. A final result (dice + Power) of 9 or less (or rolling double ones) leads to **Consequences**; a final result of 7 or above (or rolling double sixes) leads to **Success**; a final result of 7-9 leads to both.

Reaction (page 171): When **Consequences** are inflicted, the Narrator may allow a Hero to make a **reaction** roll, to attempt to **lessen** the **Effects**.

Recover a Power Tag: Removing the scratch marking from a power **tag**, making it available again for **invoking** in **actions**. This typically requires taking an action or choosing to Rest during **camp** or **sojourn**.

Relevant (page 152): A **tag** or **status** is relevant when it directly affects an **action**, positively or negatively. A relevant tag can be of the Hero, of another Hero, of a Challenge, existing in the scene, or from any other source. The Narrator has final say on whether a tag or status is relevant and can therefore be **invoked** when counting **Power**. If a tag is indirectly relevant, such as because it's broad (page 78), a prep action might be called for (page 153).

Scene: A part of the story that takes place in a specific place and time. Within a scene, **Heroes** work to reach their goals and win the stakes, and **Challenges** get in their way. A scene may involve multiple **turns**.

Scratch a Tag (page 76): When scratched, a power tag is marked as unavailable (until recovered) and a story tag is removed. Weakness tags cannot be scratched.

Series: A longer *Legend in the Mist* story consisting of multiple adventures tied together with a shared setting, a grand quest, or an overarching villain. Played over many sessions.

Session: Game time dedicated to playing *Legend in the Mist*. A session often includes playing through multiple scenes.

Simple (page 150): The most straightforward way to resolve a Hero's action: the Narrator chooses whether the action Succeeds, has Consequences, or both, and what Success and/or Consequences constitute.

Sojourning: See camping.

Spotlight (page 148): The state of a Hero who is the focus of the current turn. A Hero whose turn it is currently is said to "have the spotlight" or "be in the spotlight". The Narrator decides how to move the spotlight among the Heroes between turns.

Status (page 166): A status is a special tag that represents a transient condition and has a tier, indicating its intensity from 1 (mild) to 6 (deadly or transformative). Statuses are written with a green background, such as *confident-2*.

Success (page 150): A possible outcome of an action where the Hero achieves what they want, or makes progress toward it. In a Simple or Quick outcome, the Narrator explains what a Success means in the scene and may also represent it with positive Effects. In a Detailed outcome, a Success is expressed as Power spent by the player (minimum 1), on Effects.

Tag (page 76): Short descriptors that describe qualities, abilities, resources, objects, and allies that are important or impactful to the story. Tags define what's true in the story, and can give Power to a Hero's action when they are invoked. Tags can combine to form a theme. A tag that is relevant to many different kinds of actions is called "broad", and if it's only indirectly relevant, the Narrator may require an additional prep action before such a tag can be used. There are three types of tags:

- **Power tag:** A Hero's permanent helpful (positive) tag. Power tags are created during Hero creation (page 77), or as an Improvement,

or when gaining new themes (page 190 and 192). When scratched, they become temporarily unavailable until recovered. Power tags are written with a yellow background, such as *bowmanship*.

- **Weakness tag:** A Hero's permanent hindering (negative) tag. Weakness tags are created during Hero creation (page 77), or as an Improvement, or when gaining new themes (page 190 and 192). When invoked negatively for a roll, or by the Narrator for Consequences, the Hero marks Improve on the tag's theme. Weakness tags cannot be scratched. Weakness tags are written with an orange background, such as *overconfident*.
- **Story tag:** An impermanent tag belonging to a Hero (kept in their backpack, page 76), a Challenge, or the scene. They can be invoked as either helpful or hindering. For a Hero, creating story tags typically requires taking an action. Scratched story tags are removed from the game. Story tags can expire if and when the Narrator decides so. Story tags are written with a yellow background, such as *shield*, unless they are deliberately meant to be hindering, in which case they are written with an orange background, such as *brittle*.
- **Single-use tag (page 165):** A story tag that is scratched when first invoked in an action and cannot be burned for Power.

Theme: A collection of related tags describing a single thing. A theme is built around a main power tag, or "theme title", with the other tags describing further features (power tags) and flaws (weakness tag). Every Hero has four themes, each with power tags, weakness tags, and a Quest. A theme can be created by picking tags from a theme kit or using a questionnaire called a themebook. It is recorded on a theme card, which is a part of a Hero's character sheet.

Threat (page 147): A description presented by the Narrator during Establish, typically an action taken by a Challenge, promising an undesirable outcome for the Heroes. In the Consequence phase of a turn, the Narrator can turn a Threat that is left unaddressed into Consequences.

Turn (page 146): A full cycle of the game loop: Establish-Action-Consequence.

EXAMPLE OF PLAY

To help you envision how the game is played around the table, here is a part of a fictional game session.

In this example, Reya the Narrator is running a session for her players Matt, TJ, and Celine. They play a group of local pub friends who are searching for their fourth member (an NPC), who missed their appointed annual meeting.

Narrator: Under clouded, dark skies, the view of the creek valley below blends with the path ahead, into a single, uneven shadow. It is very *dark* here; that's a tag for the scene.

The path leads only one way, down, but, as things are, a single wrong step can make one slip and fall off the ledge.

Pepper: Ah, a lantern or a torch could be of use here.

Castor: As we all know, I *happened to have grabbed something* from any last place we've been in, so maybe I thought about grabbing a lantern from the pub?

Pepper: The most kleptomaniac beaver-kin around.

Castor: Yeah I am!

Narrator: What action would you like to take, then?

Castor: I want to search through my satchel, full of all the things I've... grabbed, to find a lantern.

Narrator: Let's see if you do. We'll resolve this with a Quick roll. What tags do you invoke?

Castor: The one I already said, and also *satchel of goodies* from my backpack. So that's two Power.

Narrator: I'll add your *prone to worrying* weakness tag - you were, and still are, worried about Kaio and maybe it distracted you from snooping around the pub and grabbing supplies. That's one Power less, but mark Improve on the theme. And roll!

Castor: Let's go. Ohh, six on the dice, with one more, that's seven!

Narrator: Success and Consequences! Sure, you have a *torch*, and I'll even give it as a tag. Add that to your backpack.

Talis: I don't like it when she's generous...

Narrator: And the Consequences are that, as I've said, you're indeed *worried-3*. Why did Fahida's caravan turn onto this gods-forsaken path to nowhere? Your fear for Kaio, combined with the feeling you've come unprepared, begins to get the better of you.

Castor: Gulp. Can I lessen this?

Narrator: You can try, yes, with a reaction roll.

Talis: Can I help? Invoke one of my tags, to aid in the roll?

Matt plays **Pepper**, a loveable homesteader with famous cooking skills; TJ plays **Talis**, a traveling troubadour of some renown (Adventure); and Celine plays **Castor**, a curious and quick-fingered beaver-kin.

Back in the pub, the Fellowship learned that Kaio, their fourth member, was supposed to arrive with Fahida's weekly caravan, which also failed to show up. Finding and following the caravan's tracks, they go down the rarely-used path to Distant Tree Creek, as night begins to set...

A new scene begins! The first turn starts with the Narrator Establishing the scene.

The Narrator makes a Threat.

The Narrator gives the spotlight.

The Hero takes an action.

The Narrator chooses to use a Quick outcome.

The Narrator and Hero count the action's Power.

The Narrator invokes the Hero's weakness tag and the Hero marks Improve on its theme.

The Hero rolls the dice.

Success is resolved.

The Narrator delivers Consequences, arising from the Hero's action.

The Hero takes a reaction to lessen the Consequences.

A new turn begins.
The Narrator re-Establishes the scene, and highlights the stakes.

The Narrator introduces a Challenge.

The Narrator makes a Threat.

The Hero describes an action.

The Narrator chooses to use a Simple outcome with Consequences, and keeps the spotlight on the Heroes.

Another Hero describes an action.

The Narrator chooses to use a Simple outcome with a Success.

The Narrator keeps the spotlight on the same Hero.

The Hero describes an action.

The Narrator announces the action is Imperiled

Narrator: No, a reaction is an immediate thing. But, after you see him *worried*, you can then take action to help reduce that status!

Castor: Is *beaver-kin* relevant here? We're a happy bunch, not prone to worrying...

Narrator: That is not how we've described your people so far; we said they are mostly industrious and curious. So I will say that no, the tag isn't relevant here.

Castor: So I got only the dice... and I rolled a four. I take the whole status... Castor is so worried for Kaio!

Narrator: By the time you arrive at the bottom of the creek, two things are clear: Castor is growing anxious, and the tracks continue into a cave mouth on the other side of the creek.

A lone figure stands at the cave's entrance. They're tall, armored, holding a sword in each hand. Or do they have swords *instead of* hands? It's hard to say, surrounded by shadows as this figure is.

From behind it, somewhere inside the cave, you can hear a wailing of pain, even louder than the creek's gurgling water. Castor, it hits you right in the heart!

Castor: I call out, in fear, "Kaio!"

Narrator: The armored figure begins to walk toward you.

Talis: Castor, my cheering up speech will have to wait.

Pepper: I try to see through the darkness, is this a knight of some sort?

Castor: Remember, I'm holding a *torch*! So it's not *that dark*.

Narrator: The suit of armor before you is rusted, and you can see that the swords are indeed directly extending from the arms. There are no eyes to reflect your lantern light within the helmet. Pepper, you've still got the spotlight: what do you do?

Pepper: It hasn't raised its swords, yet. Well, I am a *pleasant peasant* and I *speak straight*, and I still have that *air-of-confidence-2* I gave myself for the speech in the pub.

Castor: Too bad we didn't manage to recruit the Broonely twins, we could use another tag in this fight.

Pepper: There's not going to be a fight! I want to approach this intimidating figure and say, "You, what are those cries behind you? Where is Fahida, and Kaio? Be straight with me!"

Talis: Okay, now I want to help. I am a *traveling troubadour*, I know how to draw attention and make this person take us seriously.

Narrator: I'll allow it, but remember, you also share in the Consequences. Pepper, you're going to need all the help you can get, because this armor emits a presence unlike you've felt before. It chills you to the bones.

Castor: Is that a status?

Narrator: Worse, it has a Mighty presence, at Adventure level, making your action Imperiled. *There is no person* inside that suit of armor, yet you can feel an otherworldly essence, the likes of which you've never faced before. Farmhouse firmness may not avail you here. In addition, it is *resolute-2*, it is clear from its body language.

Pepper: I still want to try.

Narrator: This is a Challenge with a Limit, so I'd like this to be a Detailed action.

Pepper: Does this mean it has a *convince* Limit, or something similar?

Narrator: You don't yet know, you can take action later to try and find out. For now, roll.

Pepper: Three Power from the tags, two more from the helping status, minus two from the hindering status, and minus three because I am Imperiled... so zero Power. But I rolled a nine!

Narrator: Nice! Rule of Minimum One, even with zero Power you still get one to spend. How do you want to spend this Power?

Pepper: I want to put *convinced-1* on it. Or maybe I should reduce *resolute*? Yeah, the latter, it'll be easier for us to talk with it further.

Narrator: The armor moves ever so slightly, as if reacting, taking it in. But then the figure seems to grow taller, the shadows deepen, the wailing fades, and you can hear nothing but your heartbeats... and a voice. "*LEAVE*".

Castor: Maybe we should leave. No, wait, I'm really worried about Kaio!

Narrator: The power of the presence you are facing cannot be denied! Castor, your *torch* flickers and then gutters out. Scratch it. Pepper, fear grips you, unnatural and undeniable, and you take *cowed-1*, which is increased by 3 whole tiers because you are Imperiled! So we'll make it *terrified-4*.

Pepper: Ahh! I still have an *air-of-confidence-2*, can I use that to lessen this?

Narrator: Afraid not, because you already invoked it in the action itself. No double dipping. But since it's a polar status - you usually can't be both afraid and confident - then you'll lose two tiers of *air-of-confidence* and take only *afraid-2* instead of *terrified-4*.

Talis: Wait! It was Pepper's action, but I helped, so maybe I can sing something cheerful?...

Narrator: You can, but as an action. A *reaction* must be immediate. The wailing returns, and the armor seems to recollect itself. Talis, do you try to alleviate Pepper of the gripping fear?

Talis: You know what, there'll be time for that later if I can handle this foul spirit. It reminds me of the haunting devil we banished once, so I hope this creature too has a *banish* Limit.

Narrator: Let's do this Detailed. Tell me what Talis does.

Talis: I take a step forward and shout as a *traveling troubadour* who *knows the lore of yore*, calling out "By the old oaths, spirit, I command you! Return to the wretched realms!" I'll even burn the *lore* tag for Power! This is all of the *lore* I remember right now, apparently.

Castor: Begone, entity! Castor jumps up and down.

Narrator: Your Adventure theme is relevant, and matches against the armor's Might aspect, so you are not Imperiled.

Talis: Ah. Well. Anyway, I got double ones.

Pepper: Buhh!

Narrator: The gorge echoes for a moment with your powerful words, Talis, but this armor is bound by no oaths. Before you finish speaking, its sword is at your throat...

The Narrator chooses to use a Detailed outcome.

The Narrator and Hero count the action's Power. The Hero rolls the dice.

The Hero spends their Power.

The Narrator delivers Consequences.

The Narrator adds Effects to the Consequences.

A new turn begins. The Narrator re-Establishes the scene and passes the spotlight to a new Hero.

The Narrator chooses to use a Detailed outcome.

The Hero describes an action and counts Power.

The Hero rolls the dice.

The Narrator delivers Consequences.

HERO CARD, BACKPACK & FELLOWSHIP CARD



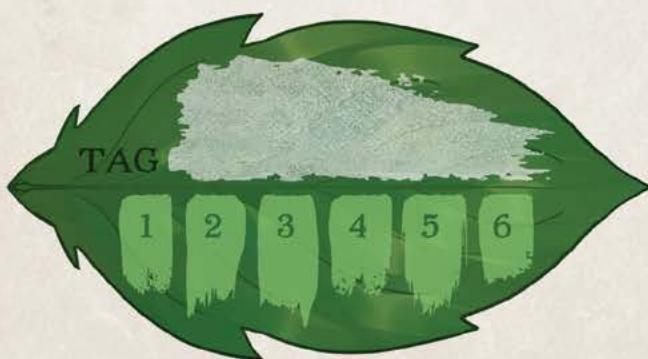
THEME CARDS (FRONT)



THEME CARDS (BACK)



TRACKING CARDS



THE RUSTIC FANTASY ROLE-PLAYING GAME

RUSTIC FANTASY ROLE-PLAYING GAME

LEGEND IN THE MIST



CORE BOOK

VOL. II · THE NARRATOR



SON OF OAK

GAME STUDIO

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LEGEND IN THE MIST

COREBOOK
VOL. II ~ THE NARRATOR

THE RUSTIC FANTASY ROLE-PLAYING GAME

Created by

AMIT MOSHE

Writing & Game Design

AMIT MOSHE

ERAN AVIRAM

ITAMAR KARBIAN

KELLY BLACK

Art

ALEJANDRA PINAL

MARIUSZ SZULC

MARK HRETSKYI

ZACH CAUSEY

Graphic Design

MANUEL SERRA SÁEZ

Art Direction

AMIT MOSHE

Editing

ERAN AVIRAM

Production

OMER SHAPIRA

INBAR BARZILAY

Cartography

MARIUSZ SZULC

Operations

EDWARD GUEVARA

Proofreading

MARSHALL OPPEL

Son of Oak Team

ALBA MARTÍNEZ

ALFONSO CAMPOS

KEND'OR WILSON

KEVIN CARPENTER

KRISTOFF ALEJO

WILL EDWARDS

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Volume II: The Narrator

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INTRODUCTION

Narrator, Begin Here

Every *Legend in the Mist* game has a Narrator, whether you play solo, in a pair, or with a group. The Narrator is the organizing voice of your story, the one who gives it structure, introduces challenges and surprising twists, and who upholds the ancient storytelling rule that every action and every choice has consequences.

In the **classic group** roleplaying format, one participant takes the role of the Narrator, while other players each take the role of one of the main protagonists, the Heroes. In such a game group, the Narrator is also often the host of the game (or Master of Ceremonies) who helps manage the conversation. In a **solo** game, you play both the Hero and the Narrator, and in a **co-op** game, the role of the Narrator is distributed between all players, who also play as Heroes.

This volume will guide you through Narrating your games. **The advice and tools given here are adapted to all styles of play.**

SETTING UP A GAME

When you set up a new *Legend in the Mist* game, whether it is intended to be short or long, you're starting a new story. Here are the details you'll need before you dive into a new fantasy adventure.

Setting

Where and when is the story set? In what universe or world? Where exactly in that world? At what point in its history? You could start with nothing but broad strokes (like many fantasy movies do) or take the time to worldbuild a detailed setting from scratch, on your own or with the group. Alternatively, you could use or adapt a premade published setting, such as the one presented in the *Hearts of Ravensdale Setting Book*.

Genre, Themes, and Tone

What will be the focus of your story? What ideas or feelings will it explore? Will it be dark or lighthearted, gritty or emotional? Explorational or interpersonal? Perhaps a combination of all of the above? To tell a good story, a general idea of the style of the story could be helpful. Take a look at the four suggested frames of play (**Introduction**, Vol. I, page 54) or create your own.

Heroes

The protagonists of the story are its beating heart. Create the Heroes of the story or support other players as they do so, using the **Hero Creation** rules (Vol. I, page 77) and **Fellowship Creation** rules (Vol. I, page 139). Familiarize yourself with the Heroes and **become their biggest fan**, as one of your main roles would be to put events and Challenges in their path that would reveal their true nature, for better or for worse, and help them complete or abandon their **Quests**.

Adventure(s) —

What kind of an adventure will the Heroes embark on? What drives them to undertake it? Where will it take place? What Challenges will they face? An adventure is a collection of details that will inform your creation of scenes as you play: **stakes**, **locations**, and **Challenges** (explained below).

There are many ways to come by the details of an adventure:

- You can improvise them as you go along (no prep needed).
- You can use **the Oracle** to generate them for you as you go along (no prep needed).
- You can use premade published adventures that already include all the details, such as *The Heap-Thing Of Skunk Glen* in this book (page 208) or the ones included in the *Hearts of Ravensdale* Setting Book.
- You can prepare your own by collecting all the elements needed in advance as explained in **Designing Adventures and Series** (page 44).

STAKES

The Heroes need a reason to go on a journey of change, whether it is a personal one or a grand quest (even though this reason is not always immediately evident). If you are planning a series of adventures, think of the **series stakes** – what great danger or hope is calling the Heroes to embark. It could be a dark tyrant, a strange plague, or a legend of a magical sword.

For each adventure, choose **adventure stakes** on a smaller scale, something that could be resolved within the scope of a few sessions: a neighbor in need of help, a monster prowling the region, or a banquet where a Hero could be knighted.

The stakes should always be connected to the Heroes' personal Quests, to the Fellowship Quest, or to their other goals. Read more on this under **Designing Adventures and Series** (page 44).

LOCATIONS

Locations are where the scenes of your adventure take place. What are the interesting or dangerous places that will feature in your story? It's useful to envision these places in your mind and to jot some details about each. You could use images or maps to visualize each location for yourself or the other participants, such as the maps in the *Legend in the Mist Maps & Tokens Pack*.

CHALLENGES

To win the stakes, the Heroes must overcome Challenges, whether external or within themselves. Anything can be a Challenge in a story, from a toxic relative to a devouring monster, from a dark forest that must be traversed to a tome of secrets that must be deciphered. The rules for using Challenges and for creating your own are explained in **The Satchel of Perils** (page 102), which also contains a variety of ready-to-use Challenges.

PLAYING A SESSION

Whenever you sit down to tell the story of your Heroes, that's a **session**. During a session, the Narrator has several roles.

The DIRECTOR of the story. They control the pacing, mood, and unfolding of the story with their choices:

- Which scene will come next, based on the Heroes' choices.
- What developments will unfold during a scene.
- Which Hero will get the spotlight next, ensuring everyone gets their turn.
- Whether to resolve a Hero's action with a Simple, Quick, or Detailed outcome.
- What the Consequences of actions will be, and whether a Hero can react to them.

The STORYTELLER who sets each scene and portrays all non-Hero characters and forces. They describe the situation, and the people and items around. They choose how non-player characters behave and react, what they say, and what they think or feel.

The REFEREE of the game. They decide which tags to introduce and when they expire, and make rulings about player actions, such as what can and cannot be done in a scene, which tags are helpful or hindering, and which tags are direct, indirect, or irrelevant.

The HOST of the game. They manage the conversation around the table, keep the game flowing, set the atmosphere in the room with music and lighting, and call break time.

The roles and considerations of a Narrator during a session are explained in depth under **Narrating A Session** (page 16).



How to Make Choices When Narrating

Being the Narrator involves a lot of choices and decision making. It is a form of art; there are many ways to do it, and different Narrators and players prefer different Narration styles. When making choices during a session, a Narrator can draw on many different sources:

- Use **prepared resources**
 - Go by the rules of the game (especially in their role as a Referee)
 - Use prepared adventure details (stakes, locations, Challenges)
 - Draw from the Heroes, their themes, tags, and Quests
- Choose based on **narrative considerations**
 - Go by what makes sense
 - Go by what is consistent with the story so far
 - Go by what's cool in the moment
 - Go by what would make for better storytelling (pacing, surprise, drama, etc.)
 - Improvise and follow your creative flair
- Use your **social skills**
 - Go by what is fair
 - Read the room, sense the needs of the group and of individual players
- **Delegate** the decision
 - Ask the Oracle (page 238)
 - Ask the group

LOOK AT YOUR PLAYERS

While your own enjoyment of the game as a Narrator is essential, you're also facilitating the game for the other players, who are an active audience and fellow storytellers.

Check in with the players by reading their expressions and body language and listening to them. It can tell you a lot about how engaged they are and whether the story is currently capturing their imagination. It's impossible to make everyone happy all the time (and oftentimes, a player can be unengaged for reasons unrelated to you as the Narrator or the story), but reading your audience is a good performative skill for a Narrator to cultivate.

LET THE NARRATIVE SURPRISE YOU

Even though as the Narrator you have great power, you do not have full control over the narrative, and that's how it should be. The best roleplaying moments happen when you let go of how you think the story will unfold. Stay open to having the Heroes' actions surprise you, and know that whenever you let the dice have a say – with a Quick or Detailed outcome, or when consulting the Oracle – they are sure to surprise you as well.

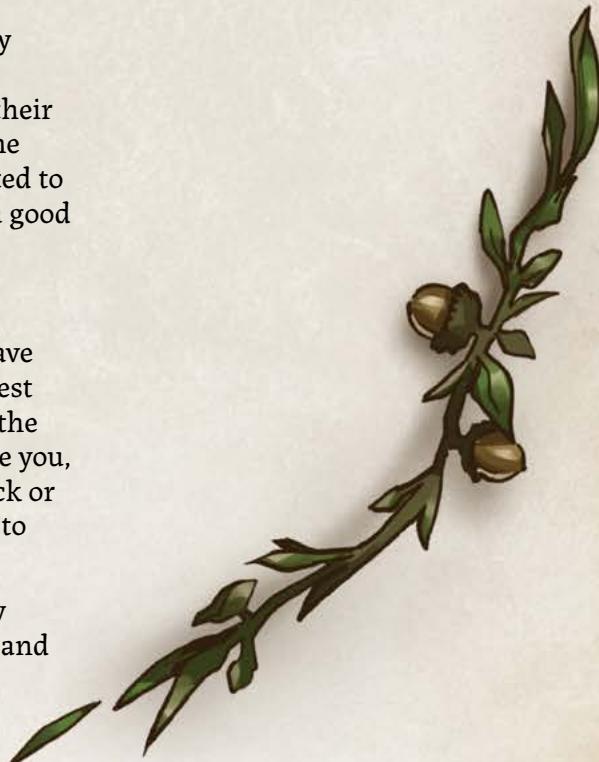
You can also have events develop in unexpected ways by simply asking the players questions about their Heroes or their world, and then using their answers as a springboard.

Remember, you play to find out what happens next!

Narrative Considerations

The term "Narrative Considerations" will come up a lot in this volume in regards to decision-making as a Narrator. In a nutshell, it means "what you feel is best for the story right now".

Human beings are natural storytellers. Draw on all you know about storytelling from books, comics, TV shows, movies, and other works of fiction, and rely on your own taste and creativity – or ask the group!





How to Narrate,

IN A NUTSHELL

Your Role (page 10)

- The DIRECTOR of the story.
- The STORYTELLER who sets each scene and portrays all non-Hero characters and forces.
- The REFEREE of the rules.
- The HOST of the conversation.

Setting Up a Game (page 8)

- Choose the SETTING.
- Choose the genre, theme, and tone.
- Create HEROES and FELLOWSHIP (Vol. I, page 77).
- Prepare an ADVENTURE or SERIES (Vol. I, page 44).

Running a Session

Choose the next scene and play it:

- Expected Scene: where the Heroes go next
- Unexpected Scene: what happens on the way or in between

Scene types: standard scene, Journey montage, camping or sojourn montage, cutscene.

Adjusting Difficulty (page 41)

Encounter Design

- Equip your Challenges with more tags and statuses
- Increase your Challenges' Limits
- Present more Challenges
- Confront the Heroes with Challenges they are unaccustomed to (social, combat, magical)
- Present Mightier Challenges
- Create harsher environments

During a Scene

- Make more Threats
- Be stricter with what tags and statuses you allow as directly helpful
- Deliver heavy-handed Consequences
- Use their weakness tags for Consequences more often
- Target their weak spots

Optional Rules

- Cap each roll at 3 power tags max
- Lower the Heroes' Limits

Add Companions to reduce the difficulty.

During a Scene

Repeat the game loop – **Establish - Action - Consequences** – until the stakes are won, lost, or deferred, or the scene otherwise concludes.

ESTABLISH (page 21)

(re)Describe the scene: Place & time, who's around, what's happening, atmosphere, senses. Avoid naming the unknown.

Add story tags, if needed (max 3).

Highlight the stakes: Why is this important?

Introduce Challenges: Quick or Detailed resolution?

Make Threats: Pick from Challenge Profiles or improvise. One is focused, two or more force a choice.

Present Dilemmas: Make the Hero choose between two of their Quests or a Quest and their current goals.

Give the Spotlight: Use narrative considerations and prioritize Heroes who have not acted yet.

HERO'S ACTION (page 30)

Listen to the action's description. If needed, break it down to smaller actions, or require a tag to perform.

Choose how to determine the outcome:

- **Simple**, for what is certain or not yet dramatic, especially perceiving, moving, or conversing.
- **Quick** (short form), for a yes/no outcome.
- **Detailed** (long form), when there is a Challenge. Limit to max, when you want to measure success, when you want the player to define their own success.

SIMPLE OUTCOME (page 31)

- Consider the situation
- Respect the Hero's tags (or question them with a roll)
- Choose whether the action Succeeds
- Choose whether the action has Consequences

SUPPORTING A ROLL (page 31)

Quick, Detailed (also reaction)

- Consider Might
- Rule out tags that are irrelevant
- Rule out tags that are indirectly relevant
- Invoke tags from the target of the action, the opposition, or the environment
- Invoke a Hero's weakness tags

SUPPORTING SPEND (page 32)

Detailed (also reaction)

- Rule out Effects that do not match the action

CONSEQUENCES (page 33)

Deliver if:

- A Threat was not addressed
- The action (roll) generated Consequences
- You choose to invoke a weakness tag for Consequences

Narrative Consequences

- **Blocked:** A course of action is no longer possible
- **Complication:** The Heroes are placed in an undesirable position
- **Exposure:** Something the Heroes don't want known is revealed
- **Ill Tidings:** Something bad happens around the Heroes (but not to them)
- **New Challenge:** A new problem enters the scene
- **Yes, but....:** You place a limit or constraint on a Successful action

Negative Effects (any tier or number of tags)

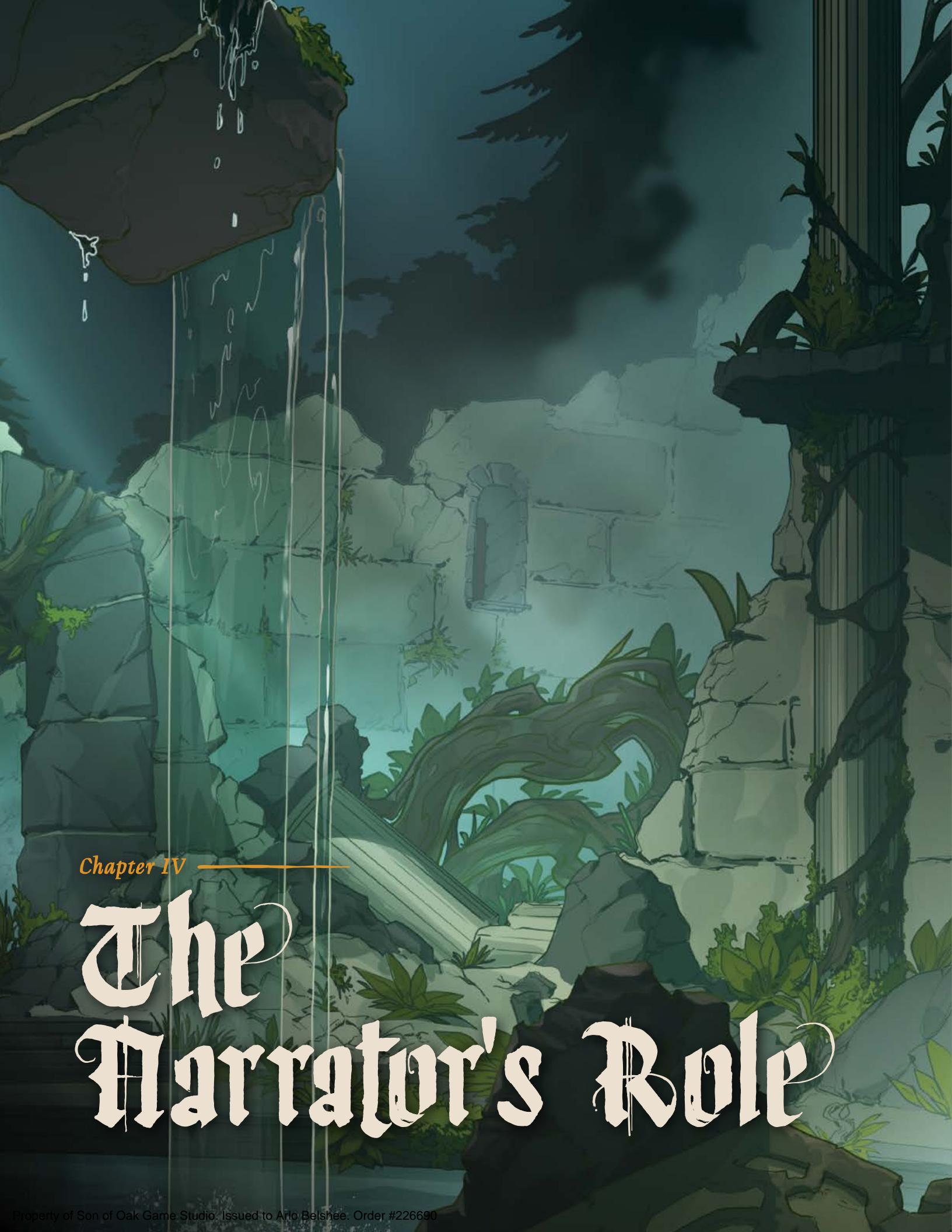
- Give the Hero a negative status or tag
- Remove from the Hero a positive status or tag
- Give a Challenge a positive status or tag
- Remove from a Challenge a negative status or tag
- Advance or set back a status tracking a process

You can **Force the Hero to Choose** between Consequences.

If you used Effects, **choose whether to allow a REACTION**. Can the Hero defend themselves from this?

WRAPPING UP A SCENE (page 38)

- Denouement (follow-up actions and conversations)
- Scene Consequences
- Adventure Consequences (if last scene)
- Rewards (coin, items, favors, treasure, etc.)



Chapter IV

The Narrator's Role





Narrating A Session



The following guide walks you through everything you need to know and consider when running the game, whether you are the Narrator for a group or for yourself (solo or co-op).

ADVENTURE, SESSION, SCENE

In each **session**, you will play through one or more **scenes** of your **adventure**, however many you can fit in the time you have. Whenever one scene ends, you choose where the next one will take place.

The Sequence Of Scenes Is Not Predefined —

While, as the Narrator, you may have prepared some scenes with locations and Challenges, you never truly know how the story will develop and what the next scene will be. The Heroes can make unexpected choices or the dice could surprise you with sudden twists of fate, prompting scenes you did not plan.

A Typical Adventure and Sessions

Let's take as an example the story of three Heroes whose village is preyed upon by a wraith, a deceased ancestor whose forgotten gravestone was disturbed by a passing plow. Playing through the adventure could go like this:

SESSION ONE

1. **(Cutscene).** At night, a farmer is attacked by the wraith in their barn.
2. **Investigation at the barn.** The next morning, the Heroes are called to look into the attack. The clues point to someone from the village.
3. **Tavern brawl.** The Heroes decide to make public accusations at the village tavern, resulting in a fist fight.
4. **Bedrest (Camping).** The Heroes take a break at their homes to recover from the brawl.
5. **Attack!** That evening, the wraith attacks one of the Heroes in their garden, ending the session with a cliffhanger.

SESSION TWO

5. **Attack! Continued.** Another Hero comes to the rescue and they both flee to a safe place, the shrine at the village gate.
6. **Swamp (Journey).** Come morning, the Heroes travel through a nearby swamp in search of a local hermit who could help.
7. **Hermit's cabin.** The Heroes convince the reluctant hermit to help and she gives them a spell that would allow the wraith to speak.
8. **Preparations (Camping).** Back home, the Heroes share their fears as they prepare to confront the wraith.

SESSION THREE

9. **Sabotage.** The Heroes catch a villager trying to ruin their ritual, discovering a curse her family put on the wraith.
10. **Ritual.** The Heroes confront the wraith and he tells them his gripe, but one of them is severely hurt during the ritual.
11. **Village Gate.** The Heroes convince the village that a beautiful new gravestone must be erected to break the curse.
12. **Aftermath.** The Heroes solve the issue, but one of them is now slowly turning into a wraith. A new adventure beckons!

Out Of Scope Actions

If a player wishes to take an action outside the scope of the scene, e.g. trying to craft a sword in the middle of a skirmish, or heading out into the wilderness in the middle of a court debate, that action is not resolved within that scene.

Such an action can be the subject of its own scene, or be considered as something happening "off-screen", between scenes.

Scenes With No Challenges Or Low Stakes

You can also play scenes without a Challenge, giving the Heroes time to prepare, investigate, debate and argue, do their own thing, or spend time together.

Zooming In On A Vignette

If something interesting happens in a vignette, you can always turn it into a scene and explore that event in greater detail.

What Makes A Scene? —

A standard **scene** takes place in a specific **time and location** with at least one Hero present. It has a certain **scope and pace**, like a violent ambush that is over in seconds or a tense, hours-long debate at the royal court.

Heroes can usually take multiple actions in a scene as long as these actions fit the scope of the scene.

A scene has **scene stakes**, something that would be lost or gained, a reason for the Heroes to act. Perhaps the heroes must climb over a hedge of bewitched brambles or they must convince the reclusive hag to give them a lock of her hair. **The stakes should be connected to the Heroes' Quests or to their short-term goals.**

In most scenes, there are **Challenges** standing between the Heroes and the stakes. A Challenge is anything that threatens the Heroes or their goals – an adversary, a hazard, a barrier, a chase, and so on.

A scene ends when the stakes are **won, lost, or deferred**, such as when the Heroes overcome the main Challenge (often winning the stakes, but not always), when the Heroes are defeated (usually losing the stakes, or otherwise paying a price), or when the chance to win or lose the stakes has passed (stakes deferred). The scene stakes can also be **replaced**, continuing the scene in the same time and place, but with a different focus.

A good scene also has **threads** (page 51) that point to the next potential scene(s), or, if it marks the end of an adventure, to the next adventure(s).

Other Types Of Scenes —

MONTAGES

A montage is a collection of short story moments, snippets, or highlights called **vignettes**, that together describe a long process by showing only its important beats. Each vignette focuses on **one (or very few actions)** and is described in broad strokes without going into detail.

Journeys (page 108) are montages with a Challenge that describe travel through space (Landscape), through time (Occasion), or through a process (Undertaking). They are designed to give the players the feeling of a progression and the passage of time. The stakes in a Journey are usually not whether it was completed (although that can be the case too), but at what cost and how the Heroes emerge from it. A Journey is made up of Vignette Challenges, short Challenges that are meant to be resolved with a Quick action.

Camping & Sojourns (Vol. I, page 179) are montages that focus on the Heroes' **downtime**, the time between scenes or between adventures. These scenes rarely have a Challenge; instead, the stakes are about what the Heroes do with their limited time and what they gain from it.

CUTSCENES

Cutscenes are a narrative tool in which the Narrator describes events that are happening away from the Heroes and without their immediate knowledge, often to foreshadow coming danger. Heroes cannot take actions in a cutscene, unless one of them arrives and it becomes a standard scene.

Choosing The Next Scene

Whenever a scene ends, the Narrator chooses the next scene according to the following logic:

Expected Scenes – Where the Heroes go next

- If the Heroes go to a nearby location within a short spell of time, a new scene can start there.
- If the Heroes travel further afield, play a Journey montage or skip the journey and have them arrive at the next scene a while later (“cut” to a later time and place).
- If the Heroes decide to camp or sojourn somewhere, play through that montage.

Unexpected Scenes – What happens before the Heroes arrive at the next expected scene

- If someone seeks out or ambushes the Heroes, a new scene can start when and where the Heroes first become aware of it.
- If an important event happens close to the Heroes while they are in between scenes and they choose to engage with it, a new scene can start then and there.

Ask the Oracle

- If you can't think of the next logical scene, ask the **Conflict Oracle** (page 246).

Split Screen Scenes

Most types of cinematic scenes can be brought into your game. For example, if the Heroes split up and are doing different things in different places at the same time, you can describe these two scenes as happening in parallel, similar to a split screen scene in film or video games.

Winding Down A Scene

After the scene stakes have been won, lost, or deferred, you could continue it as a form of denouement or conclusion instead of directly continuing to the next one. The Heroes may want to talk amongst themselves or with the NPCs involved or glean more information about what happened. See *Wrapping Up A Scene* (page 38).



THE GAME LOOP - NARRATING A SCENE

Every scene in the game is played using **The Game Loop** (this is the same as the game loop on *Vol. I*, page 146). In each scene, the Heroes take turns acting, and each turn plays through these three steps: (Re)Establish, Action, Consequences.

You present the scene, describing:

- * Where the Heroes are and what is happening around them,
- * What the **stakes** are (why the Heroes are there and why it matters),
- * What the **Challenges** are (anything in the Heroes' way to their goals),
- * What **Threats** are posed to the Heroes or their goals, if any.

You then ask "What do you do?" and give one Hero the spotlight, so everyone is now listening to them.

ACTION

When a Hero is in the spotlight, they describe what they do in the scene, responding to all that has been Established.

You may choose one of three ways to determine the outcome of the action: rule what happened or give them further details about the scene (Simple), ask the Hero to roll the dice (Quick), or ask them to roll the dice and, if they succeed, spend their Power on Effects according to their action (Detailed).

CONSEQUENCES

You deliver negative Consequences for the Hero's action if any of the following happened:

- * they ignored a Threat,
- * their roll generated Consequences
- * you choose to invoke their weakness tags for Consequences.

You may add Effects.

You may also allow them (or any Hero affected) to lessen these Effects by making a reaction roll.

ESTABLISHING A SCENE

Whenever you Establish or re-Establish a scene, follow these steps:

- * Paint a picture of the current situation in the fiction
- * Create **story tags** as needed
- * Highlight the **stakes**, to keep the players focused
- * Introduce **Challenges**
- * Make **Threats**
- * (Optionally, present a **Dilemma**)
- * Give the **spotlight**

When you first Establish a scene, you describe it in greater detail.

You re-Establish after every Hero action, when its Consequences are resolved. While many things in the scene are likely to remain the same, use this opportunity to consider if anything new is happening.

- ? How did the environment and the NPCs in the scene respond to the last Hero action and the last Consequences?
- ? Have the stakes shifted? Are the Heroes closer to winning or losing the stakes?
- ? Should new Challenges appear at this point?
- ? What are the next Threats posed by the Challenges in the scene?

EXPIRE SHORT-LIVED TAGS

This is a good time to expire any story tags or statuses from previous turns whose time has passed (for example, a Hero who was *prone* had time to get up).

Painting A Picture

Just as when telling a fireside tale, your words, tone, body language, and even silences are all channels through which the players learn about the world of their Heroes.

DESCRIBE THE PLACE AND TIME

Start with the basics: What is the ground like? Are there walls or vegetation? What's above or below the Heroes? Where is light coming from, what sounds can be heard, what smells are prominent? What is the weather like? Is it humid? Raining? Show the time of day not only by the sun's position, but also with who or what is around and what activities they are taking, as well as the Heroes' sensations like hunger and tiredness.

Cultivate Your Narrator Skills Step By Step

This guide takes a deep dive into the many considerations of the Narrator's role, but you don't have to master them all at once.

Initially, you only need to be familiar with the Game Loop in order to run the game. Then pick one thing to try in each session you run, like richer descriptions in Establish or delivering Consequences from weakness tags.



Trinkets And Knick-Knacks

If you're playing rustic fantasy, try to describe some of the day-to-day items in the scene. A steaming wrought-iron cauldron, a rusting rake, a hanging fishing net, or a parcel of freshly baked biscuits give a place or character more depth.

You Don't Have To Be A Poet...

Storytelling is a key skill of any Narrator, but you don't need to be a professional writer who knows all the fantasy words – an atmosphere can be built in many ways. Lean into your strengths: if you improvise well, ask the players for suggestions and build on their answers; if you're good with voices, use them.

...but It Helps

You can take more than just inspiration from the greats – you can take their words! Read books and poems appropriate to the genre you're playing, and write down their word choices and styles of phrase. Use them in your descriptions to evoke the mood you're going for.

DESCRIBE WHO'S AROUND AND WHAT'S HAPPENING

If the Heroes are facing a furious troll, describe its raging roar and rippling muscles. If they are at the court of a chieftain, describe her suspicious glare and the whispers of the gathered courtiers and shaman. If they are at a peaceful pond, describe the frogs, fish, and birdlife sending ripples across the water.

DESCRIBE THE ATMOSPHERE

Give the players cues for the mood and feeling of the scene, or ask them how their Heroes feel. Is it a tense moment or an amusing one? An awkward silence? Did something terribly sad happen here, or is there an air of industriousness? Perhaps the actions of the Heroes just changed the mood all at once. Sometimes a single moment can have multiple, even conflicting feelings.

PROVIDE ENOUGH DETAILS

You can use the players' suggestions and questions to add wonder, color, and dread, but first you must give them something to work with. Describing "a person with a cart" gives little reason to engage, but encountering "a tired merchant dragging a cart heavy with peculiar wares" provides the players with the opportunity to ask about the wares, be curious, or be suspicious.

EVOKE THE SENSES

Engage the five senses – sight, sound, smell, taste, and touch – when you describe. Say "busy spice market" instead of just "busy market", to make them imagine the rich, thick smells. Mention the jingling of tiny brass bells on the magician's jewelry, to make all of his movements just noisy enough to be a little annoying. Use metaphors: The ogre's blood is as thick as sap, hardening on its skin instead of dripping. On occasion, add a touch of a sixth sense: gut feelings, hunches, unexplained premonitions or foretellings, or second sight. Even the densest Hero can sometimes feel a dark presence nearby.

KEEP IT A MYSTERY BY NOT NAMING IT

When you describe a phenomenon unfamiliar to the Heroes, it's easy to revert to tropes that everyone knows, for example, "it's basically a zombie". While this sort of familiar language could be great for a purely tactical game, it really does little to create the atmosphere of a fantasy story.

The players' sense of wonder and mystery can be enhanced by **never naming strange phenomena**. The Heroes don't know what they are facing and so, to increase the immersion of the players, avoid calling it by a specific name. You can describe the zombie as "this dead, ancient sentry" or "a dripping, groaning bog corpse".

Don't be tempted to use worn-out definitions; even when the players take action and reveal what something really is, continue to **describe it with detail and flavor while always circling around an actual name**: "It's a remarkably preserved body, which seems to have been in water for a very long time. What gives it the power to move, you do not know; but surely it is something foul and powerful, more than you've ever seen before – and you've seen a lot."

Creating Story Tags

If something you Establish seems likely to have an effect on the scene, consider adding it as a story tag. As the Narrator, you can always add story tags and statuses to the scene, but the best time to do so is during the Establish phase (giving negative story tags or statuses directly to a Hero should be done only as Consequences). You can use the story tag column of the **Conflict Oracle** (page 246) to help you come up with tags for your scene.

Story tags can highlight the weather, terrain, ambiance, hazards, objects, environmental factors, and even individuals and groups in the scene. Statuses can represent the transient but impactful conditions in the scene such as *foggy-3* or *warded-against-demons-3*.

A negative tag would make certain actions harder for the Heroes (by reducing their Power), while a positive one will make certain actions easier (by increasing it). Some tags can be both, such as *gale winds* that affect both Hero and enemy archers.

When adding tags, remember:

- **Adding a story tag to the scene is like saying to the players “This is important” or “This has the potential to have an impact on our story.”**
- **A scene doesn’t need more than a few tags, if any.** Heroes and Challenges already have their own tags and ways to add more, so only add a tag if you want the Heroes to interact with it.
- **Tags only influence Hero actions and reactions – they don’t actively harm the Heroes.** If you want an element in the scene that actively delivers Consequences, make it a Challenge, then give it the tags you planned on adding. If you want a hazard that could seriously harm a character, like an abyss or a river of lava, it’s enough to describe it as such – it does not need a tag.

Highlighting The Stakes

Keep the Heroes focused on what matters to them in this scene. If you’re not sure, you can ask them. Stay open to a Hero choosing to pursue other stakes, and keep those in mind.

Say it clearly. Once the players decide on a course of action, tell them what must be done to achieve this, to the best of their Heroes’ knowledge. This should be an action that is available here and now, one step in a long line of steps to achieve the ultimate goal of the series. When Establishing, repeat the stakes so everyone knows what the scene is *about*, why you’re playing it.

Tie the stakes to the Heroes’ Quests or short-term goals. Perhaps a Hero needs to drive off a monster in order to protect their tribe (their Devotion Quest) or in order to make some money to buy passage on the ferry from South Crossing. If they lose track of why they are here, remind them.

Notice when the stakes shift. If the original goal is subverted – for example, an interrogation is interrupted when the room is suddenly flooded – the scene stakes are replaced with a new set of stakes, so re-Establish them.

EXAMPLES FOR SCENE TAGS

WEATHER

high winds

rain

sweltering heat

fog

TERRAIN

uneven ground

thicket

mud

spike barricades

AMBIANCE

mournful atmosphere

fragrant spring air

tense moment

boring conversation

HAZARDS

crackling bonfire

oil patch

poisonous fumes

thorny brambles

OBJECTS

lantern

rake

barrel of fish

warm beef pie

ENVIRONMENTAL FACTORS

waning light

loud explosions

bar fight

too quiet

INDIVIDUALS

Farn, the fletcher

silent washerwoman

watchful raven

a local bard

GROUPS

sentries everywhere

swarming gnats

swooning fans

concerned villagers

Stakes For Heroes Of Mixed Might Levels

If the Heroes of your Fellowship have significantly varying Might levels (a simple shoemaker next to a god of the sea), keep in mind they may have different individual stakes: the god seeks to defeat an invading army, while the shoemaker tries to reconnect with their son. Give the same attention to both. Perhaps the NPCs in the world care more about the invasion, but your players care more about the stakes they themselves set.

Unseen Dangers

Remember that you normally only describe to the players what their Heroes can perceive. If you know a Challenge is present at the scene, but none of the Heroes are aware of it, then it has not yet been introduced into the scene and you should not describe it.

You can describe instead any signs or gut feelings that can prompt the Heroes to look for the Challenge, depending on your narrative considerations. Describe the Challenge in full only when you introduce it.

Traps and invisible enemies are classic examples of Challenges that may be present in a scene but of which the Heroes may not be aware until it is too late. See *Traps, Ambushes & Betrayals: Nebulous Threats* (page 28) on how to hint at such Challenges.

Introducing Challenges

A Challenge is anything that puts the Heroes or their goals in danger. Once the Heroes become aware something or someone in the scene jeopardizes them or their goals, **describe it clearly to the players and explain how so.**

For example, a guard should be said to be “in the way” or “watching you”, and not just exist in the scene somewhere. Crossing a bridge over a chasm is not in itself a Challenge, unless you also stress it is rickety, or the darkness of the chasm might hide something dangerous, etc.

This often goes hand in hand with making Threats (below), which is saying what is the thing happening *in this moment* that makes the Challenge dangerous.

CHOOSING A CHALLENGE

When you play a published adventure or a scene that you’ve prepared in advance, each scene will already list the potential Challenges in it. When you improvise a scene, you can choose a Challenge using the **Conflict Oracle** (page 246) and generate its profile by picking an appropriate Challenge Profile from the **Premade Profile Oracle** (page 248), or by creating a Challenge on the fly (page 250).

Consider the following:

? What kind of scene do I want this to be?

Challenges define the nature of a scene. If you introduce a fleeing cutpurse, the scene becomes a chase scene, whereas if you introduce a cunning minstrel, it might become a social intrigue scene. Consider the list of **Challenge Roles** (page 110) as inspiration.

Choose a Challenge that matches the mood and the moment based on your narrative considerations. If the Heroes just fought off several beast-kin and don’t seem interested in more fighting, maybe the beast-kin around the corner should be a negotiation or temptation Challenge.

? How does this Challenge tie into our story?

In a good story, there are no truly random encounters, and every Challenge appears when it makes sense for the narrative. Even an unexpected fight with a beast or a monster in the wilderness has a purpose, showing how dangerous these lands are or have become. A Challenge that appears without a good reason can feel tacky or artificial, as if the Narrator is trying to fill space. So, even if you rolled up a Challenge with the Oracle, consider why it’s here and what it wants, and how to tie it to the scene or the themes of the adventure.

? How difficult do I want this Challenge to be for the Heroes?

Try to gauge what it would cost the Heroes to overcome this Challenge. Consider the Challenge’s Might and Challenge rating, what the Heroes are equipped to handle, and what their current status is – are they wounded or tired? Are they emotionally vulnerable? Or are they in a position of power?

Do you anticipate that this Challenge will be easy or difficult for the Heroes to overcome? What sacrifices will they have to make? Consider how many Challenges are already present and how well the Heroes are handling them so far. Do you want to increase the pressure, or relieve it?

See also **Adjusting The Difficulty** (page 41).

? **How much of the session time and attention do I want this Challenge to occupy? Therefore, should it be resolved in short form or long form?**

Short form: Resolving a Challenge with a Simple or Quick action means it will occupy a short story beat, possibly delivering Consequences once (which may still be impactful), and then the story will move on.

Long form: Resolving a Challenge with a Limit whose overcoming requires Detailed actions (giving statuses) means you're going for a play-by-play conflict. It may take multiple actions to overcome.

Usually, a scene contains **at least one long form (Limit) Challenge**, such as a monster to fight, an NPC to convince, or a ritual to conduct or stop, **OR** a set of **short form Challenges** such as a locked door, a trap, and a high window to escape through.

Don't overdo it. One or two Challenges at a time are more than enough. You can always introduce a new Challenge, either when re-Establishing the scene or as a Consequence. Also remember that many difficulties don't need to be reflected as a new Challenge – they can be story tags in the environment or added to an existing Challenge.



Examples of Short Form and Long Form Challenges

FACING A MONSTER

Short Form (Simple or Quick)

The Hero faces the creature, raising their sword, gives a short description of the attack, and we cut to the aftermath: a Success means the Hero has won, Consequences means they sustained a grave wound.

Long Form (Detailed)

An involved battle scene, where every swordstroke, every parry, and every monstrous ability receive their own dramatic beat. The scene ends only when one side fatally wounds the other, or flees and outruns its pursuer.

TRAVERSING DARK WOODS

Short Form (Simple or Quick)

The Hero is described marching through the woods, facing perils, cold, and weariness, without much detail. A Success means they reached their destination, Consequences means the journey left its mark on them.

Long Form (Journey)

A Journey montage where, in each Vignette, the Hero is seen overcoming a specific danger lurking in the dark woods. Each such moment leaves its mark on the Hero, and the Hero may be forced to change their plans or find a place to camp. The Journey ends only when the Hero traverses all the Vignettes.

RECRUITING AN OLD SELLSWORD

Short Form (Simple or Quick)

We describe the Hero conversing with the sellsword, as if from afar, without hearing what they say. A Success means the Sellsword agreed to join the companions; Consequences mean they refused or demanded an outrageous price.

Long Form (Detailed)

We follow the Hero's exchange with the sellsword word-for-word. One thing the Hero says has the sellsword listening, but then they hear what the job is and change their mind. There's tension and frustration in the air. The conversation ends only when the Hero has convinced the sellsword, or the sellsword has heard-enough.

BREAKING A CURSE

Short Form (Simple or Quick)

The Hero is described waving their hands, chanting incantations, and burning dried herbs over a deformed cursed person over the course of a night. A Success means the curse is lifted, Consequences mean the ritual took a heavy toll.

Long Form (Detailed)

The Hero contends with the curse through an entire scene. The curse seeks to infect the Hero's body and soul; the Hero pushes it back, then tries to maintain a sacred space, but it costs a part of their mind. This continues, play-by-play, until, at dawn, the curse is either lifted, or the Hero becomes exhausted or even cursed.

CHALLENGES AND MIGHT

Challenges can be Mighty (Vol. I, page 171) in different aspects: physically, in size of numbers; socially, in influence; magically, with power; and so on. When you choose a Challenge to feature in your scene, consider its Mighty aspects in relation to the Mighty aspects of the Heroes.

OH NO!

None of the Heroes are as Mighty in this aspect as the Challenge.

The Heroes will have to use their resourcefulness or make significant sacrifices to gain the upper hand in this scene.

This is tense and therefore fun, but consider if the Heroes can survive it and at what cost.

POWER DISPLAY

Some of the Heroes are Mightier than the Challenge in this aspect.

This scene is a chance for a Mighty Hero to show off their Power.

Avoid too many of these scenes, as they become boring quickly, but it's good on occasion to let the Heroes play out their Mighty aspects.

A scene where all the Heroes are Mightier than the Challenge is rarely worth playing through, unless the Challenge has a way to use the Heroes' Might against them, flipping the power balance.

FAIR MATCH

Only some Heroes are as Mighty in this aspect as the Challenge.

The Mighty Hero usually takes point in this scene, while the others support them.

Avoid giving the same Hero the limelight in this way more often than the others, by diversifying the roles and Mighty aspects of your Challenges.

ALL HANDS ON DECK

Every Hero has a Challenge at their Might level and aspect.

During the scene, each Hero has a clear Challenge to face.

This is the ideal scene, which engages all Heroes, but it can be hard to set up.

Mighty Aspects

A Challenge's Mighty aspects are listed in its Challenge profile with the Adventure () or Greatness () icon. If you're making a Challenge on the fly, think of whether there is a field in which it is Mighty.

(*see Sense of Scale, Shape, Power, etc., teeth, tree climber, terrific strength, cautious-2,*

Fearsome size

SPECIAL FEATURES

DEFENDER

Whenever the Bear's proteetee

To set up a all-hands-on-deck scene for a Fellowship with mixed Might levels:

Use Challenges of different Might levels (e.g., a formidable monster and its minions)

Use Challenges with different Mighty aspects (e.g., the warrior is battling a knight while the bard presses the Queen to confess)

Use a single Challenge at different scales (e.g., the exorcist is contending with a whole swarm of terror spirits, while the other companions wrestle with individual ones).

EXAMPLES OF THREATS

AN INCOMING ATTACK

The pirate swoops down a rope, her cutlass flashing as she prepares to gut you!

AN UNSTABLE ROPE BRIDGE

By the time you reach the middle of the bridge, the old and rotting twine begins to snap!

A VERBAL THREAT

Eglerion stares at you and says, “If you cross that line, I cannot help you.”

A VENGEFUL LOOK

The nobleman leers at you, eyes shooting daggers of hatred. Seems he'd do anything to stop you from winning the race tomorrow.

A SPELL CONJURED

The Thaumaturge's fingers begin to twitch, and her lips quiver and mumble, as the air around her vibrates...

A POISON SPREADS

Azure Kiss is a poison known to spread quickly. You have but seconds before Feidhlim's heart beats its last.

Making Threats

Threats are the means by which Challenges take action. By making a Threat, you indicate to the Heroes that a Challenge is about to or has started to take an action that will deal the Heroes Consequences if completed. This provokes the Heroes to take action to stop this from happening. If they do not prevent, block, avoid, or otherwise **address the Threat**, they will take Consequences after their action, even if it Succeeds.

You make a Threat by describing something dangerous or undesired is *about to happen* or *beginning to happen*.

Explain what happens. Provide a description of what we see ‘on screen’, to make the story richer and give context which will help the player choose their next action.

Make it come alive and feel immediate. Anchor the Threat in the surroundings. The ruffian shouldn't merely “try to trip you”, but rather they “push against your leg and into the fallen log behind, to force you off your feet.”

HOW MANY THREATS?

The number of Threats you make determines the current intensity of the scene.

Making No Threats makes for a relaxed scene, where the Heroes can take the initiative and set the tone. This could be good in scenes where the Heroes are investigating or engaging in casual conversation, or at a moment where a particular Hero has a chance to act unhindered.

Making one Threat in each turn creates an engaged scene, where each Hero has something immediate to handle or an immediate danger to their person, assets, or goals.

Making more than one Threat in a turn increases the intensity, difficulty, and/or stress level of the scene, forcing the Hero to choose which Threat they will address with their action and which they will allow to manifest into Consequences (which in turn forces them to rely on their reactions and defensive tags to lessen those Consequences).

If you're unsure who is acting next, you can make multiple Threats and allow each Hero to pick one and tackle it on their own turn – that still counts as making one Threat per turn. Or, make more Threats than there are Heroes, making it clear that some Threats will be left unaddressed even after everyone has taken their turn.

Remember, not all Threats have to materialize on the same turn you make them. You can keep a Threat hanging over the Heroes heads for tension, and delay its Consequences to time of your choosing.

CHOOSING A THREAT

A Challenge Profile or Vignette contains typical Threats you can use (and the Consequences that follow them). Peruse the list of Threats and choose the most appropriate one for the moment.

When you improvise a scene, you can choose a Threat using the **Behavior Oracle** (page 251) or come up with one on the fly.

TRAPS, AMBUSHES, AND BETRAYALS: NEBULOUS THREATS

Normally, all Consequences dealt by a Challenge must begin with a Threat. Even a hidden trap or a stealthy wolf should issue a Threat to allow the players to respond by taking action.

However, sometimes making an explicit Threat ruins the surprise, or doesn't quite make sense because the Hero may not yet be able to perceive the Challenge (**Unseen Dangers**, page 24). Other times you want to reward the Heroes' alertness, rather than feed them the Threat with a silver spoon.

In such cases, you can **make Threats that are intentionally vague**, trying to mask the Threat's true nature or even that it is a Threat. You can make such Threats as part of your Establishing, possibly even a long while before delivering the Consequence, making them harder to detect. Providing conflicting or curious descriptions can pull at the players' interest, and push them into taking action to find out more.

- *There are legends of treasure in this place, and yet no one has ever returned from here.* (trap)
- *She gives you a wide smile, and yet her eyes narrow.* (betrayal)
- *Even though the sun has just set, you hear the hooting of the Rustwood Owls echoing all around you.* (ambush)

An alert Hero may follow up by taking action to check for traps or discern someone's true intentions, earning their chance to stop the Consequence. If they failed to pay attention, then later, when you deliver the Consequences, the Heroes can reflect on the signs that they missed and learn for next time.

Presenting Dilemmas —

A part of your role as the Narrator is to put hard choices in the path of the Heroes. When you Establish, you can narrate a situation that poses a dilemma for one or more of the Heroes. An effective dilemma is a choice between two or more things the Hero wants, or two or more things the Hero doesn't want, and it should in most cases involve one of the Hero's Quests:

- Choosing between two Quests (such as helping their Devotion against learning from a master to improve their Skill or Trade)
- Choosing between a Quest and a short-term goal (such as reaching the last Milestone of their Magic theme against saving an innocent life)

Try to present a situation that creates a conflict and forces a choice. For example, you can pose a Threat to their Companion at the same time as you pose a Threat to their village. Which will they choose?

Another way to present a dilemma is to **Force The Hero To Choose** between Consequences (page 33) during the Consequence phase.

Giving the Spotlight —

The Establish phase ends when you ask the Heroes as a group or a specific Hero "**What do you do?**". This signals the Hero to consider the stakes, the Challenges, the Threats made, and the dilemmas, and choose their next action (**Managing The Spotlight, Vol. I**, page 148).

Check and Mate

Making Threats resembles saying check-mate in chess: making a Threat is calling check, and if the Hero does not act to prevent, avoid, or address the Threat, you deliver the Consequences, the mate (with the exception that Consequences do not usually end the game!).

Another metaphor can be load and fire – making a Threat is like loading up a Consequence, and if it's not averted, it's then launched at the Heroes.

Player-Driven Character Development

Generally, it's the role of each player to find the moments when their Hero's Quests are challenged. It is recommended for the Narrator to try to present one dilemma per session, at most, and leave the rest to the players.

RESOLVING A HERO'S ACTION

Once you have chosen the Hero who will receive the spotlight and act this turn, the focus turns over to them and the Hero Action phase of the game loop begins. Your role as the Narrator during this phase is to act as the referee and help adjudicate what is possible or not, which tags apply and in what way, and more.

Listen To The Action's Description

Make sure you understand what the Hero wants to do and how it relates to the scene. Ask clarifying questions if needed. Tell the player if you think the action is impossible or doesn't make sense based on the scene and the setting, or if it is outside the scope of the scene (page 18) and discuss together how to revise it.

The description of an action matters. Later, it will define what tags are relevant and what outcomes this action could have.

Choose How To Reach The Outcome

Put on your storyteller hat. Think of the scene, the session so far, and the pacing at which the story is moving. Ask yourself:

?

How much should our story delve into this specific action?

If the answer is "not too much", which means you prefer brevity, try a Simple or Quick outcome. If you want to get into the details, use a Detailed outcome. You can learn more about these outcomes under **Taking Action** (Vol. I, page 149).

SIMPLE OUTCOME (NO ROLL)

For actions exploring the scene that are not yet dramatic, such as casual perceiving, moving, or speaking. Normally, you can let the player keep the spotlight until they reach a dramatic action that has a Success, Consequence, or both.

When the outcome is certain or obvious. If there is no resistance to the action, it just happens. If it's impossible, it doesn't. If it's doomed to fail, it fails with Consequences. If it works but the price is set, then it Succeeds and the price is the Consequences.

When the outcome is not dramatic enough to merit more of the session's time. You *could* zoom in on it and make the Hero roll, but it's not what's important or interesting right now.

When you don't want to leave it for the dice. Maybe the Hero labored hard to get to this point and now you just let them have their moment.

Require The Tag

Some actions require specific abilities and can only be done by Heroes that have a specific tag indicating they possess that ability. Casting a spell of sleep is impossible without knowing a **spell of sleep**, being a **wizard**, or some tag of that kind.

No Tag Needed

Other actions can be attempted by anyone, even if they don't have a specific tag for it. Most characters can try to leap out of harm's way or strike up a conversation, for example, even if they have no relevant tags.

Breaking Up Chained Actions

When players narrate their Heroes' actions, they often combine multiple actions into one: "I leap over the burning wagon, smite down the evil knight while blocking their counterattack, and catch the farmer falling from the barn!"

Woah, hold your horses! This is great for storytelling but in a game, we must find out the outcome of one action before moving on to the next. What if the Hero doesn't make it past the burning wagon?

Ask the player to focus on the first discreet dramatic action they are taking: "Let's see how you tumble over the wagon first..."

It may also be appropriate to assume one of the actions is certain or not dangerous (say the wagon wasn't burning). Resolve it Simply and continue.

QUICK (JUST ROLL)

For actions that demand a yes/no question, without quantifying it. Can the Hero leap to the next branch – yes or no? Can they unlock the door – yes or no? Can they cook a beautiful meal – yes or no?

For uncertain and dramatic actions to which you want to dedicate a short amount of session time. Keep the story flowing without getting into unnecessary details.

DETAILED (ROLL & SPEND)

Whenever the Hero is attempting to max a Challenge's Limit in order to overcome it. They do so by spending their Power to give that Challenge an appropriate status, and so their action must be Detailed.

For actions whose outcome you want to measure or quantify with game elements. How much has the Hero heard while eavesdropping? Have them spend their Power on the discover Effect. How great is the impact of their words? Have them spend it on a *convince* status. How well did they heal their ally? Have them spend it on removing a *hacking cough* tag.

When you want to let the Hero define their own Success.

Sometimes the player wants their action to have specific Effects, such as summoning a creature with certain story tags.

Arriving at a Simple Outcome: Making A Judgement Call

Consider the situation, the Hero's relevant tags and Might (Vol. I, page 171), the tags and Might of the target of the action, the environment, and any support the Hero may have.

Choose whether the action Succeeds. If so, decide how this success changed the narrative, what new information is revealed, and whether to embody this in a tag or status (or by removing a tag or status).

Choose whether the action has Consequences. If so, decide what they are in the Consequence phase (page 33).

Arriving at a Quick Outcome: Supporting A Player's Roll

With a Quick outcome, the player begins by invoking their tags (including statuses), helping and hindering, to count the action's Power (**Counting Power**, Vol. I, page 152).

Consider the description of the action and, based on that:

- **Consider Might** by comparing the Might required for the attempted action with the Hero's Mighty themes (or lack thereof). If the Hero is severely outclassed or punching above their weight, they may be Imperiled (-3 Power) or Extremely Imperiled (-6 Power). If their ability greatly exceeds what is needed for the task, they may be Favored (+3 Power) or Extremely Favored (+6 Power).

Unnecessarily Detailed Actions

Remember that not everything needs to be represented by a tag or status – sometimes it's enough to steer the narrative in a new way without any game elements involved. In such cases, a Quick outcome should be used.

For example, a Hero can try to steal the keys to their cell from a gaoler's belt. This is a Quick outcome; there is no need to create a key tag, because the key itself is not interesting, and such a tag will not affect any roll (having a key doesn't improve the action of unlocking the cell, it makes it possible). All that matters is that the character has the key, so they can leave their cell.

Respect The Tag

Sometimes an action can Succeed simply because the Hero has an adequate tag. A Hero with a *Titan's strength* can just pick up a boulder without much effort, and a Hero who is *immune to poison* can drink a vial of snake venom without harm. Use a Simple outcome to simply state the action Succeeds, and move on.

Question The Tag

Other times, Having an appropriate tag might not be enough. **Armor, charm, or sharp senses** can all fail you at times. This random element is represented by the dice. If you want to test how well a Hero's tags stand up to the task, make them roll with a Quick or Detailed action.

Suspending A Roll For Suspense

Sometimes you can create tension at the table by postponing rolling for an action until its outcome is revealed or becomes relevant.

For example, if an assassin Hero disguises themselves as a local peddler to infiltrate the castle, you ask them to suspend their roll – they won't know if the disguise is good enough until it is put to the test.

Only later, when the disguised Hero reaches the castle gates and comes under inspection by the guards, do you ask them to roll for the disguise they made earlier. Now the roll has some drama behind it – will the disguise hold?

This could be reversed if they are using an enemy's Might against it or if their Might is working against them. Consider at this point if a roll is even needed or whether to revert to a Simple outcome.

- **Rule out tags that are irrelevant.** A tag is only relevant if it directly affects the action as described.
- **Rule out tags that are indirectly relevant,** and ask the Hero if they want to take a prep action first, to generate more directly applicable tags with their indirect ones. If so, put this action aside and start again with the prep action. (**Indirect Tags And Prep Actions**, Vol. I, page 153).
- **Invoke tags from the target of the action, the opposition, or the environment.** A Challenge Profile lists its tags, and you can add new ones right now. Say the tags aloud and describe how the Hero perceives them so the player can learn what other factors, perhaps not known to them until now, affect their action.
- **Invoke a Hero's weakness tags**, if they did not do so and if you find them relevant.

This order of resolution is flexible - for example, if you reveal a tag the Hero was unaware of, they might want to invoke a tag they have that is now revealed to be relevant, such as *armor piercing* against *armor*.

Once Power for the action has been counted, the player rolls the dice and adds their Power and the outcome – Success, Consequences, or both – is decided by the total.

Arriving at a Detailed Outcome: Supporting A Player's Spend

The player makes a roll and you adjudicate it as in a Quick outcome above. If the roll was a Success, the player spends their Power on Effects, creating and scratching tags, increasing and reducing statuses, discovering details, and choosing extra feats.

Rule out Effects that do not reasonably match the action taken. A Hero that cuts down an enemy is unlikely to give that enemy a *friendly* status, for example, unless they are wielding a strange scimitar of love.

Wrapping Up The Action

The Hero action phase ends when the outcome is known and, if there was a Success, when all the details of the Success have been resolved. Allow the player to describe their Hero's Success, if any, and add more descriptive color to it.

DELIVERING CONSEQUENCES



After the Hero's action for this turn has been resolved, it is time for you to deliver its Consequences, in one of three cases:

- * The Hero ignored a Threat
- * The Hero's action generated Consequences
- * You choose to invoke one of the Hero's weakness tags as a source of Consequences

If none of these apply, skip the Consequences phase.

There is no limit to how many Consequences you may deliver, or how severe. Use them to challenge the Heroes, but keep in mind your narrative considerations (**How to Make Choices When Narrating**, page 11).

The Consequences may be purely **narrative**, altering the story and introducing new twists:

- **Blocked:** A course of action is no longer possible
- **Complication:** The Hero is placed in an uncertain, undesirable, or awkward position
- **Exposure:** Something the Heroes don't want known is revealed
- **Ill Tidings:** Something bad happens around the Heroes (but not to them) evoking shock, rage, or sadness
- **New Challenge:** A new problem enters the scene
- **Yes, but...:** You place a limit or constraint on a Successful action

Or, they may also include **negative Effects** (tags and statues). You may give or remove any number of tags or status tiers, depending on how impactful you want this Consequence to be (**Adjusting The Difficulty**, page 41).

- Give the Hero a negative status or tag
- Remove a positive status or tag from the Hero
- Give a Challenge a positive status or tag
- Remove a negative status or tag from a Challenge
- Advance or set back a status tracking a process (**Progress Limits**, Vol. I, page 169)

You can also **Force The Hero To Choose** between Consequences, such as either losing their sword or losing their ally.

You may allow the Hero to **react and lessen the Consequences**, if it makes sense.

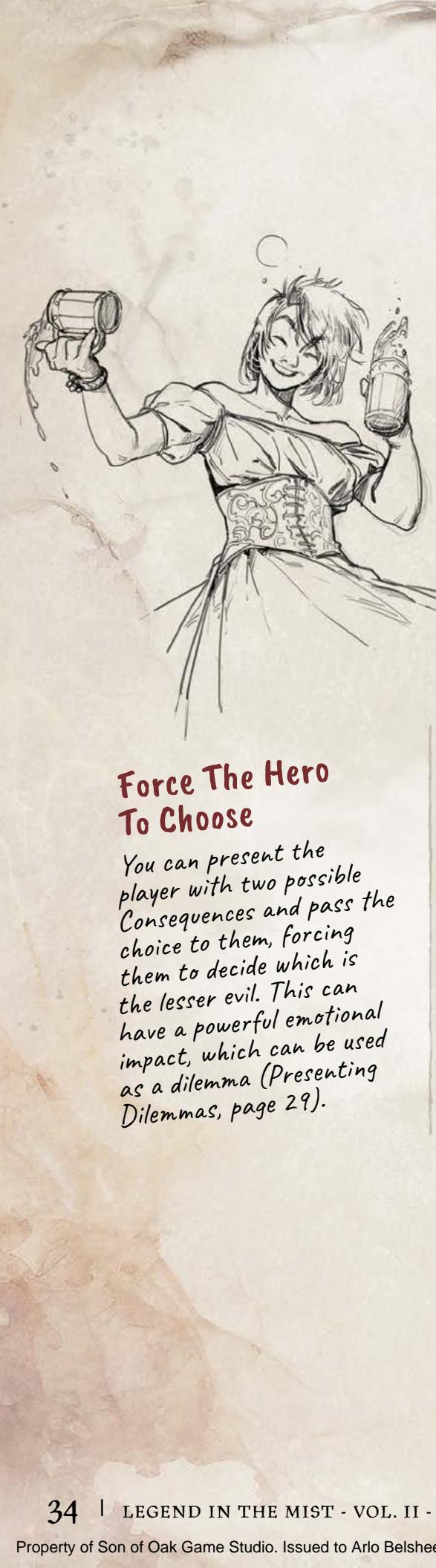
Consequences are marked with a skull (◊).



Mighty Consequences

Increase the Consequences you'd deliver normally by 3 status tiers or 1 tag for a Hero who is **Imperiled** (out of their depth) and by 6 status tiers or 3 tags for a Hero who is **Extremely Imperiled**.

Reduce Consequences by 3 status tiers or 1 tag for a Hero who is **Favored** (overwhelming in this situation) and by 6 status tiers or 3 tags for a Hero who is **Extremely Favored**. This could nullify the Consequences.



CONSEQUENCES THAT AFFECT OTHER HEROES

While most commonly you deliver Consequences to the Hero that acted this turn, you are not limited to them and can deliver Consequences to other Heroes or nearby NPCs. This is especially appropriate when:

- Another Hero or NPC was under Threat, and the acting Hero did not prevent it.
- A Hero assisted the acting Hero and the action had Consequences, so the assisting Hero is embroiled in the Consequences.
- The acting Hero was not careful, so Consequences could mean others around were hurt or affected.

Choosing Consequences

Your choice of Consequences to deliver should build on whatever caused them, as explained below.

If a Hero's action was a Success, you cannot undo it with Consequences in the same turn (Success Grants A Narrative Shield, Vol. I, page 156). At most, you can use **Yes, but...** to add a caveat to their Success, or add a negative story tag to a story theme they created.

You also cannot undo what was achieved with an extra feat (Vol. I, page 157) or a Great Success (**Pushing One's Luck**, Vol. I, page 158). A Hero can use either to block certain Consequences for a short while, such as to avoid a counterattack or prevent a poison from spreading. Your choice of Consequences becomes limited for that turn, and perhaps longer if you want the Hero's choice to have more of an impact.

A Hero who blocks certain Consequences **can still suffer**

Consequences from other sources. They may prevent one Threat but fall prey to one left unaddressed, or they may avoid a Threat and suffer Consequences from their action such as exhaustion, revealing themselves, social backlash, loss of an item or resources, and so on.

UNADDRESSED THREAT FROM CHALLENGES

If a Challenge has presented a Threat in the Establish phase of this turn, or before that (page 28), and if that Threat has not been averted or defused somehow, you may deliver the Challenge's Consequences.

It is up to you as the Narrator to determine whether a Threat was addressed by the Hero. A Threat can be prevented from materializing into Consequences with a Successful action, an extra feat, or a Great Success that directly addresses it (**Success Grants A Narrative Shield**, Vol. I, page 156). An action that isn't directly meant to stop a Threat does not necessarily protect the Hero from its Consequence.

Keep in mind that Threats and the Consequences that follow them are **the means by which Challenges act**. Stopping them from having their way should usually require some effort from the Heroes.

For example, landing an axe blow, even the killing blow, does not necessarily prevent a monster from biting the Hero in the same turn.

The two actions can be imagined to be happening at about the same time, or the creature acts in its final death throes. In such a case, the Narrator should rule whether charging the monster addresses its Threat or not. The Hero may opt to take a defensive action to ensure they are not attacked, or they may use an extra feat in order to prevent the counterattack.

Peruse the **Typical Challenge Roles** list (page 110) and the premade **Challenges** (page 112) for more examples of Consequences that come from Challenges.

INVOKING A WEAKNESS TAG FOR CONSEQUENCES

During the Consequences phase, a Hero's weakness tags can be invoked to deliver Consequences on an otherwise Consequence-free action, or to add more Consequences that are related to it. The Hero then marks Improve on the tag's theme (or the Fellowship theme, if it is a Fellowship weakness tag). Negative story tags cannot be invoked in this way.

The invoked weakness tag must fit the situation and explain why the action has run afoul. It cannot be a tag that was already invoked in the action, and, if invoked, it cannot be invoked again during the following reaction.

For example, a ne'er-do-well scoundrel Hero with the weakness tag **known in Sodenmore** steps into a Sodenmore tavern to inquire about a nearby ruin. While this Simple action Succeeds without Consequences, the Narrator invokes this tag to deliver Consequences, saying a few people recognize the Hero and gather around, cracking knuckles, ready to teach him a lesson. The Hero marks Improve on the tag's theme, and prepares for a brawl.

Suspending Consequences For Suspense

Another way to create tension is by deferring Consequences to a later time. Let the Heroes know that while their action had Consequences, they won't know what they are for a while. Perhaps the negative outcome of the Hero's action or inaction is not immediately evident and it will be some time before it transpires.

For example, a Hero insults the house spirit that protects their home. The spirit dissipates angrily but nothing else happens. Later, the Hero finds a spout of underground mud has burst in the middle of their house, blowing the roof off!

Examples of Consequences from Threats

AN INCOMING ATTACK

The pirate swoops down a rope, her cutlass flashing as she prepares to gut you!

◆ The pirate thrusts the sword into you! (wounded-3)

AN UNSTABLE ROPE BRIDGE

By the time you reach the middle of the bridge, the old and rotting twine begins to snap!

◆ One rope tears, leaving the bridge without its rails. (Complication)

A VERBAL THREAT

Eglerion stares at you and says, "If you cross that line, I cannot help you."

◆ Eglerion walks out furiously. You will not have his help in the battle ahead. (Blocked)

A VENGEFUL LOOK

The nobleman leers at you, eyes shooting daggers of hatred. Seems she'd do anything to stop you from winning the race tomorrow.

◆ The next morning you awake to find your horse gone. (Scratch trusty horse)

A SPELL CONJURED

The Thaumaturge's fingers begin to twitch, and her lips quiver and mumble, as the air around her vibrates...

◆ The air crackles around her as her spell intensifies... (she gains drawing-power-3)

A POISON SPREADS

Azure Kiss is a poison known to spread quickly. You have but seconds before Feidhlim's heart beats its last beat.

◆ Feidhlim grips his chest, and collapses. (Ill Tidings)

The “Time Passes” Consequence

When you use the “time passes” Consequence, it must have gravity for the Heroes – if it has no implication, it isn’t a Consequence.

If the scene or adventure is using a status with a progress Limit (Vol. I, page 169) to count down time to a specific event or development, like something that will happen at sunset (as in the Tutorial, Vol. I, page 35) or an invasion that will begin in a week, time passing could mean adding a status against that Limit (such as sunset-1). That could certainly increase the pressure on the Heroes!

Otherwise, think about what happens because the Heroes let time slip by, and make that into the Consequence. Perhaps night has fallen (Complication or low visibility), an enemy had time to regroup (New Challenge), a ship has sailed (Blocked), a secret has been revealed (Exposure), or a poison has spread (poisoned-4 or Ill Tidings).

CONSEQUENCES FROM ACTIONS

The outcome of Hero’s action can lead to Consequences from a Challenge they’re facing, but also to those that arise from the action itself: perhaps it goes wrong, or demands a price. Such Consequences can be unrelated to any Threat. It is also possible for a Successful action that prevents a Threat from materializing to still have some other Consequences, such as when the Hero rolled 7-9.

- ❖ **A new danger:** In the process of taking the action, the Hero ran into a new Challenge or a new Threat from an existing Challenge. (**New Challenge, Complication**, optionally give the Hero *surprised*).
- ❖ **Attack of Opportunity:** The Hero’s action opens up an opportunity for a Challenge in the scene to deliver Consequences, whether or not it made a Threat beforehand. (Use a Challenge Consequence, **Yes, but...**)
- ❖ **Collateral damage:** The action unintentionally affects something or someone that the Hero did not want to affect. (Give an ally a negative status or scratch their tags, **Ill Tidings**)
- ❖ **Exposure:** While taking the action, the Hero betrays vital information to their adversaries such as their location, identity, intentions, or plan of action. (**Exposure**, give the Challenge an advantageous tag or status)
- ❖ **Expenditure:** The Hero expends resources (stamina, arrows, ingredients, mana, etc.) in the process of taking the action. (scratch a tag, give a negative status like *exhausted*, or reduce the Hero’s resource status like *mana*)
- ❖ **Harm:** The Hero was harmed during the course of their action. (give a negative status such as *bleeding*, *burned*, *upset*, etc.)
- ❖ **Imperfect execution:** The Hero didn’t get everything they wanted out of the action, e.g., information is vague, a concoction has only some of the intended effects, etc. (**Yes, but...**, add a negative story tag or status)
- ❖ **Loss of advantage:** The Hero lost an advantage they previously had or worked to achieve. (Remove or reduce a Hero’s beneficial status or scratch their beneficial tags)
- ❖ **Side-effects:** The Hero’s action had unexpected or unwanted results. (Create a negative tag in the scene or give the Hero a negative status or tag)
- ❖ **Wasted Time:** The Hero spent too much time on this action, allowing other negative complications to unfold (see sidebar).



Reactions

Whenever you deliver a Consequence that includes Effects, whether it is the Hero's turn or not, you can choose to allow the Hero to react and lessen the Consequences. Ask yourself:

? Can the Hero defend themselves from this?

If so, allow them a reaction.

Supporting a Hero's reaction roll is similar to **Arriving At a Detailed Outcome** (page 32).

A reaction should not be used to prevent narrative Consequences (in the same way Consequences cannot undo a Success); to avoid an unwanted situation, the Hero must respond to it when a Threat is first made.



WRAPPING UP A SCENE

Once the stakes have been won, lost, or deferred, end the scene. Cut the loop, and stop issuing Threats. Make it clear to the players that the curtain is drawn on this moment in time, and ask what they're doing next.

Denouement

The Heroes may want to continue the scene and take additional actions such as investigate, speak to NPCs that were involved in the scene's main conflict, or discuss things among themselves. They may want to make preparations before moving onto the next scene.

Allow this insofar as it makes sense in the scene, but consider also going into a camp scene instead (Vol. I, page 179).

Scene And Adventure Consequences

When the ending of a scene has the Heroes suffer a loss of resources, prestige, or abilities, or if things took a turn for the worse, you can reflect this by delivering Consequences. Perhaps the Heroes were defeated and came away bruised in body, spirit, or reputation, taking a status. Perhaps they were taken prisoners and the next scene begins in their captor's dungeons. If the stakes were lost, what does that mean for the Heroes, their Quests, and their goals?

The same applies on a larger scale if the scene concluded your current adventure. If the Heroes failed to achieve their goal in this adventure, this could spell significant Consequences. Even if they achieved their goals and won the adventure stakes, there may still be repercussions to their actions that come to light now. You also consider these questions when you design your own adventure; see **Aftermath** (page 51).

Rewards

If the Heroes achieved something significant during the scene, whether by winning the stakes or through other pursuits, you may wish to reward them. A reward can be a positive narrative development, or it can be positive Effects.

COMMON ITEMS & FAVORS

The Heroes may find or obtain something useful in the scene, which they can use later; you can represent that with a story tag. However, be cognizant of the number of story tags you hand out as rewards in comparison to the number of tags you expire during camping. Too many tags will make the Heroes' lives too easy. The next page presents a list of example tags you can use as rewards.

COIN

Another common reward is payment. If the payment is received in goods, use story tags. If it is received in coin, give the Heroes a *heavy-purse* status to indicate how significant this payment was relative to their usual available funds (Vol. I, **Coin**, page 137). This status can later be used to purchase items and other benefits.

REMARKABLE TREASURES

Sometimes the Heroes will come upon a truly special object, beast, or grace, which you can represent as a story theme. Story themes still have to be maintained at camp if a Hero would like to hold on to them, or they can be turned into a Hero theme next time a Hero replaces one of their themes.

AMENITIES

pouch of fine tobacco
book of ghost stories
cherry-scented firewood
comfy hammock
cluster of fresh fruit
steel cutlery
round of aged cheese
waxed tent
flint & steel
tailored gown
sturdy scroll case
newly-made tunic
fresh cooking herbs
feather-down pillow
scented soap
saddle with hidden pouches
jar of preserved honey
foldable chair
silk dressing robe
portable mirror

ARMAMENTS

sapphire-pommelled sword
black steel axe with silver inlay
laminated bow
heraldic shield
brace of daggers
steel toe boots
spiked buckler
brightly-dyed bracers
well-ventilated helmet
segmented lamellar armor
bootknife
perfectly balanced sword
pouch of smoke bombs
studded climbing gloves
tube of caltrops
hooked spear (for disarming)
sturdy mount bardig
quiver of straight arrows
belt of throwing knives
well-padded chainmail tunic

MAGICAL ITEMS

self-playing lyre
always-glowing orb
lucky horseshoe
dead silent boots
faerie-scaring emblem
book of water spells
bag of explosive crystals
map of untaken paths
dramatic wind cape
vial of moonlight
satchel of cleansing dirt
cobweb-producing gloves
shadowy robes
ghost-calling bell
soft of unbreakable rope
bracelets of balance
five long-distance arrows
storm in a bottle
bottle of distilled charisma
amulet of tree climbing

PETS & CRITTERS

playful bat
living glass menagerie
lost fox kit
angry fairie in a bottle
flurry of moths
octopus in a jar
lazy lizard
curious wolf cub
griffon egg
five blue geckos
clockwork owl
bag of toads
friendly kitten
ever-hungry squirrel
chirping shoulder bird
game-playing chicken
exotic monkey
trained mouse
pocket dragon
animated shadow

PERKS AND FAVORS

honest merchant friend
tavern regular status
boon from a noble
party invitation
guild membership
night watch allies
permitted to carry arms
local guide
unchallenged in seedy parts
bribed guard
complimentary festival food
criminal contacts
tolerated in highborn parts
free room and board
juicy gossip
escort of soldiers
free passage
rarely searched by guards
lord's title and land
ear of the ruler

VALUABLES

thumb-sized uncut emerald
elaborate dice game
silver tea set
tapestry depicting a battle
seven large bags of oats
cask of red wine
ornate lantern
caged bird
rare cloth dyes
jewelled necklace
opal brooch
foreign coins
golden coronet
exquisite marble statuette
clockwork bird
satchel of spices
fancy horse carriage
set of theatrical masks
inlaid music box
queen's signet ring

EXAMPLES OF REMARKABLE TREASURES

RELIC Marshlander's Boots

walk upon muck
always clean
✗ can't dive into
murky waters

RELIC Endless Goblet

all the wine you can drink
infinite liquid
✗ drowning in wine

RELIC Armor of Sir Edric

flawlessly made
light and flexible
✗ draws attention

RELIC Book of True Names

names of immortals
power over the identified
✗ enmity of immortal beings

RELIC Outrider's Magic Cloak

endure the elements
smell food & water
✗ useless in towns

RELIC Staff of the Harbinger

project my voice
trusted warnings
✗ too loud

RELIC Cursed Bastard Sword

wicked blade
cut a swath
✗ every battle ends
in bloody death

RELIC The Wastrel (Ship)

speedy sailing
canon broadside
✗ reputation for piracy

INFLUENCE Favor of a Lord

lord's resources
respect at court
✗ lord's enemies are mine

INFLUENCE Master of the Festival

guest list curator
control the itinerary
✗ public scrutiny

RELIC Cache of Treasure

wealth to spend
massive bribe
✗ jealousy and greed

RELIC Rings of Engagement

telepathy with my true love
love's bond
✗ hear too much

RELIC Blessings of the Wild Spirit

pleasant weather
unharmed by beasts
✗ spirit's wrath at
the unrespectful

RELIC Gauntlet of Angels

touch the untouchable
wield dangerous magics
✗ coveted by dark forces

RELIC Wand of Daydreams

gentle slumber
dreamcrafting
✗ requires touch

ADJUSTING THE DIFFICULTY

Here are some things you can try if things seem too easy for the Heroes. If the Heroes are having a hard time, reverse the advice below.

ENCOUNTER DESIGN

Equip your Challenges with more tags and statuses. This will reduce your Heroes' actions' Power to act against these Challenges or to lessen their Consequences.

Increase your Challenges' Limits to make them last longer in a Detailed conflict.

Present more Challenges. The Heroes will have to split their attention and actions between several, such as protecting something while also trying to overcome an enemy, along with a progress Limit ticking down.

Confront the Heroes with Challenges they are unaccustomed to. Use a Challenge that requires unusual tags or approaches that the group lacks. If the group is very specialized in one type of interaction (e.g., combat or social), they will have less tools (and less tags) to handle a Challenge of a different type.

Present Mightier Challenges. Face your crew with Challenges that outclass them in terms of ability, power, size, or numbers using the **Might** rules (*Vol. I*, page 171), so that they are Imperiled more often.

Create harsher environments. Use story tags or secondary Challenges that work against the Heroes, but not against your Challenges (e.g., a hazardous environment your Challenges are equipped to survive).

DURING A SCENE

Make more Threats. Specifically, make more than one Threat before each Hero's spotlight, forcing them to choose what to address during their spotlight and what to absorb as Consequences. See **Making Threats** (page 28).

Be stricter with what tags and statuses you allow as directly helpful. Indirectly helpful tags and statuses can still be brought into play, but at the cost of an additional prep action. Call out tags that are completely irrelevant and let your players know the boundaries of common sense you'll accept at the table.

Deliver heavy-handed Consequences. Deal significant Consequences not only when they fail (6 or less) but also when they Succeed (7-9), or when they Push Their Luck (10 or more). Deal higher negative statuses more often. Scratch more of their positive tags.

Use their weakness tags for Consequences more often. This type of Consequences is available to you even when they Succeed without Consequence (unless they use an extra feat to block the use of the weakness specifically).

Target their weak spots. If a Hero can easily lessen one type of status, deal more of a type of status that they are susceptible to or would have a hard time recovering from.

OPTIONAL RULES

Introduce a power tag cap, capping the number of power tags a Hero can invoke in each roll at 3.

Lower the Hero's Limits (*Vol. I*, page 169).

Companions

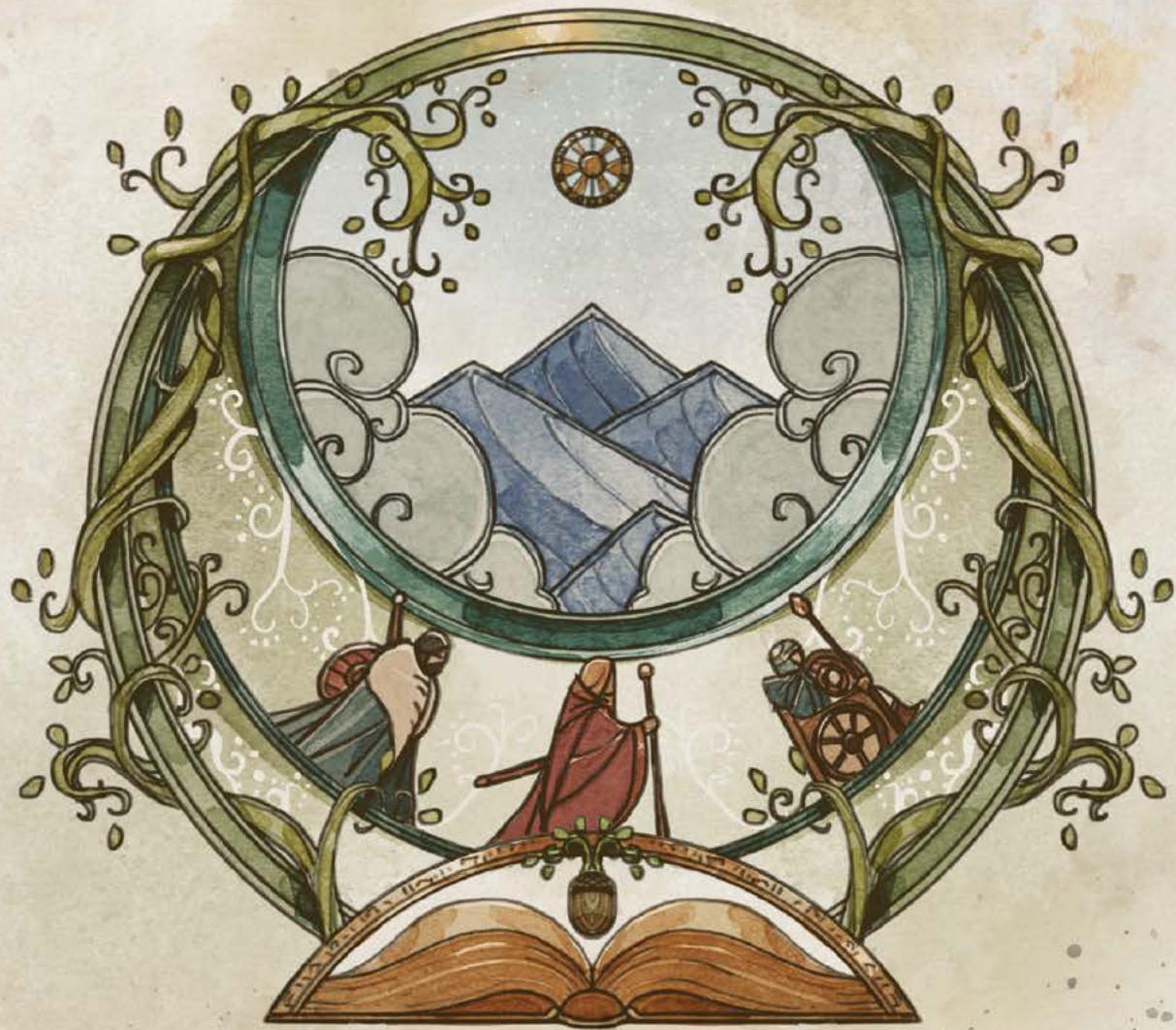
Another way to make things easier for the Heroes is to equip them with additional tags. This is especially true when there are very few Heroes in the Fellowship, such as when playing solo or with one other person (duo).

A narratively interesting way to add more tags to a Hero is to give them a companion story theme (they can always choose to adopt it as one of the Hero's

themes later). This story theme represents a helpful ally that accompanies the Hero and assists them in their actions. It's often handy to have a companion that complements the Hero's ability set by covering areas in which the Hero is not specialized. And, a companion theme has the added value of having another character in every scene with which the Hero can converse and share thoughts.







Designing Adventures And Series

Ghere are many ways to come by the details of your Heroes' adventure (**Setting Up A Game**, page 8), including using published adventures or completely improvising them as you play. However, if you're a storyteller at heart, you may want to prepare your very own adventure or even an entire series, and craft the story your Fellowship will play through.

Some thoughtful preparation goes a long way, and can help you tell a more coherent and impactful story during play. This section walks you through designing your own adventures and series.

Adventures & Series

An **adventure** is a sequence of scenes that revolve around a main subject, called the **Adventure Challenge**. You can liken a game session containing a few scenes to a single chapter in a book or an episode of a TV series. An adventure often spans between one to a few sessions, during which the Heroes overcome many Challenges over many scenes, trying to identify, reach, and eventually overcome the Adventure Challenge.

A **series**, also known as a campaign, is a sequence of adventures that form a longer story, similar to one or more books or TV series seasons, usually revolving around one or several major **Series Challenges**. A series, especially if it is long, can be broken into **acts** or **arcs** of more closely-related adventures.

THE MOUNTAIN (PAGE 54)

The Mountain is a series model that revolves around a central Series Challenge, a terrible danger or villain such as a cursed blight or a dark overlord or, conversely, a lofty goal, such as obtaining the Peaches of Immortality or leading your people to a new home in a safe and fertile land.

With this model, the series is an epic journey with a clear destination that increases in difficulty as the Heroes approach the end until – after many trials, tribulations, distractions, and detours – they find a path to overcome the Series Challenge.

THE CROSSROADS (PAGE 72)

The Crossroads is a series model where the Heroes juggle multiple incoming threats that change and evolve throughout the series. Each of these major Series Challenges is called a **Front**, and each progresses towards a specific endgame that the Heroes must prevent, alter, or adapt to.

With this model, the emphasis is placed on the dynamic and changeable world in which the Heroes live. There is often no singular clear goal, but a collection of short- and long-term goals that the Heroes define for themselves as the story progresses.

Out of the frames of play presented in the Introduction (Vol. I, page 54), the Mountain best fits the Epic Journey, where the Heroes embark on a quest to attain a lofty goal, and the Dungeon Crawl, where the Heroes delve deeper and deeper as they strive toward the root of evil and/or the greatest treasure.

The Crossroads fits best Our Little Corner Of The World, where the Heroes are based in one place and are busy fending off rotating dangers and drama, or Grit & Politics, where there is no one defined enemy or morality, but rather a game of survival.

Examples of Adventures

Gerrin's Adventure – Tutorial (Vol. I, page 10)
Adventure Challenge: Save my poisoned mother

Example Adventure – Narrating A Scene (page 17)
Adventure Challenge: Rid the village of the wraith

The Heap-Thing of Skunk Glen – Starter Adventure (page 208)
Adventure Challenge: Overcome or appease the Heap-Thing

Same Concept, Different Scale

Scenes, adventures, and series follow similar structures and principles. In each there is a central Challenge the Heroes must face – Scene Challenge, Adventure Challenge, Series Challenge – and in each there must be stakes that the Heroes care about and that tie into their Quests – Scene Stakes, Adventure Stakes, and Series Stakes.

DESIGNING AN ADVENTURE

A prepared roleplaying adventure is never a finished story; it must always allow for the uncertainties and surprises that happen during play. As such, it is not a prewritten script, but a collection of details that inform your decisions as you play, create scenes, and present stakes.

To put together your adventure, you'll need the following:

- **Adventure Challenge**, the major problem addressed in this adventure
- **Gameplay styles**, the main activities the Heroes are expected to undertake in this adventure
- Some **background**, the details of what happened prior to the adventure's beginning
- **Adventure Stakes** and **Hooks**, the ways in which this major problem links to the Heroes
- A handful of **scenes**, each with their Scene Stakes, location, NPCs, and Challenges
- **Threads, clues, and lore** with which to connect the scenes and reveal more about the Adventure Challenge
- **Aftermath**, to tie loose ends

Before you begin, take stock of the general setup of your story: the setting, the genre, and the Heroes and Fellowship (**Setting Up A Game**, page 8), as well as any player preferences you've established (such as by using safety tools). Aligning your adventure with the agreed-on framework of your game will make for more coherent storytelling, matching the players' expectations.

ADVENTURES AND MIGHT

The suggestions under **Challenges and Might** (page 27) for balancing a Challenge's Might with your Heroes' Might apply to adventure design as well. Consider the Mighty aspects of the Adventure Challenge – or of the Mightiest Challenge the Heroes are likely to face in this adventure – against the Mighty aspects of your Heroes.

Classically, the Mightiest Challenges are kept for the end of the adventure, to create a dramatic climax, but you can also subvert this by opening with a Mighty Challenge and then veering to other, lowlier aspects later in the adventure.

Are there enough **Fair Match** Challenges – and are they distributed well among the Heroes? Is there at least one **Oh No!** scene, or more? Can you design a scene that is **All Hands On Deck**, engaging different Heroes at their level? Make sure it's not one big **Power Display**, or the adventure will not captivate your players. Remember, a difficult Challenge can either match or exceed the Heroes' Might or challenge them in aspects where they are not Mighty.

Adventure Challenge

❓ What is the main problem in the adventure?

Begin your write-up by establishing the core situation that your adventure revolves around, something troubling or challenging that needs to be addressed. During the adventure, the Heroes may encounter other problems but their motive for solving them and continuing with the adventure is their desire to solve this one main problem, to overcome this particular Challenge.

Write the main problem as a single sentence, **the premise of your adventure**, and follow-up by identifying the **Adventure Challenge**.

- The Heroes are asked by Old Magda to retrieve her magical wooden spoon – someone in the village has taken it. The Adventure Challenge is the mystery of who the thief is and possibly the thief themselves.
- The Heroes are hired to clear the sewers of rats. The Rat Piper who summoned the rodents is the Adventure Challenge.
- The Heroes must secure support for their rebellion among the nobility before the Red Overlord's armies attack. The Adventure Challenges are the nobles and time running out.
- On their epic journey, the Heroes must traverse the notorious Argent Notch, a high and windy mountain pass. The Adventure Challenge is the notch itself, with all the different dangers it holds.

Gameplay Styles

What will the Heroes be doing in this adventure?

The nature of the Adventure Challenge defines the activities in which your Heroes will engage during the adventure, its gameplay styles. This is a useful frame for informing your decisions going forward: what Challenges to pick, and what scenes to have.

For example, if the Adventure Challenge is a dangerous region that the Heroes must traverse or explore, then the adventure becomes primarily an exploration adventure, with the Heroes enduring weather, terrain, hazards, traps, and monsters.

You are likely to find that the story you want to tell is a combination of gameplay styles, some perhaps more prominent than others.

For example, if the Adventure Challenge is a foul sorcerer who is sapping the vitality of nearby villages, making milk curdle and farmers sick, then the adventure could revolve around discovering (Investigation), reaching (Exploration), and eventually overcoming this villain (Battle, Intrigue, or Problem-Solving).

Peruse the list of gameplay styles below or come up with your own.

BATTLE

The Heroes overcome enemies in a violent clash.

Typical Challenges: Monstrous creatures or armed individuals (Aggressor) and their allies (Support)

CHASE

The Heroes must flee an unwanted encounter or catch up to a fleeing quarry.

Typical Challenges: The other party (Pursuer or Quarry)

COMPETITION

The Heroes must overcome an opponent in a competition.

Typical Challenges: The opponent(s) (Aggressor, Countdown, Influence, Pursuer/Quarry – depending on the competition), helpers (Support), saboteurs (Sapper)

COUNTDOWN

The Heroes must achieve a goal before a process is complete (a ritual, a house burning, a disease spreads).

Typical Challenges: The process (Countdown), promoters of the process (Aggressor, Influence, Sapper, Support), obstacles created by the process (Obstacles)

EXPLORATION

The Heroes traverse a dangerous region or place and survive its perils.

Typical Challenges: Dangerous terrain, hazards, and obstacles (Journey, Obstacle), traps, dangerous creatures (Aggressor)

HEIST

The Heroes enter a secure location and retrieve (or plant) something or someone.

Typical Challenges: Security measures (Obstacle, Watcher), guards (Watcher, Aggressor)

INTRIGUE

The Heroes navigate an intricate social situation with NPCs with different agendas and personalities.

Typical Challenges: Stakeholders (Influence) and their agents (Sapper, Support), the entire event (Occasion Journey)

INVESTIGATION

The Heroes collect information to reveal a hidden truth.

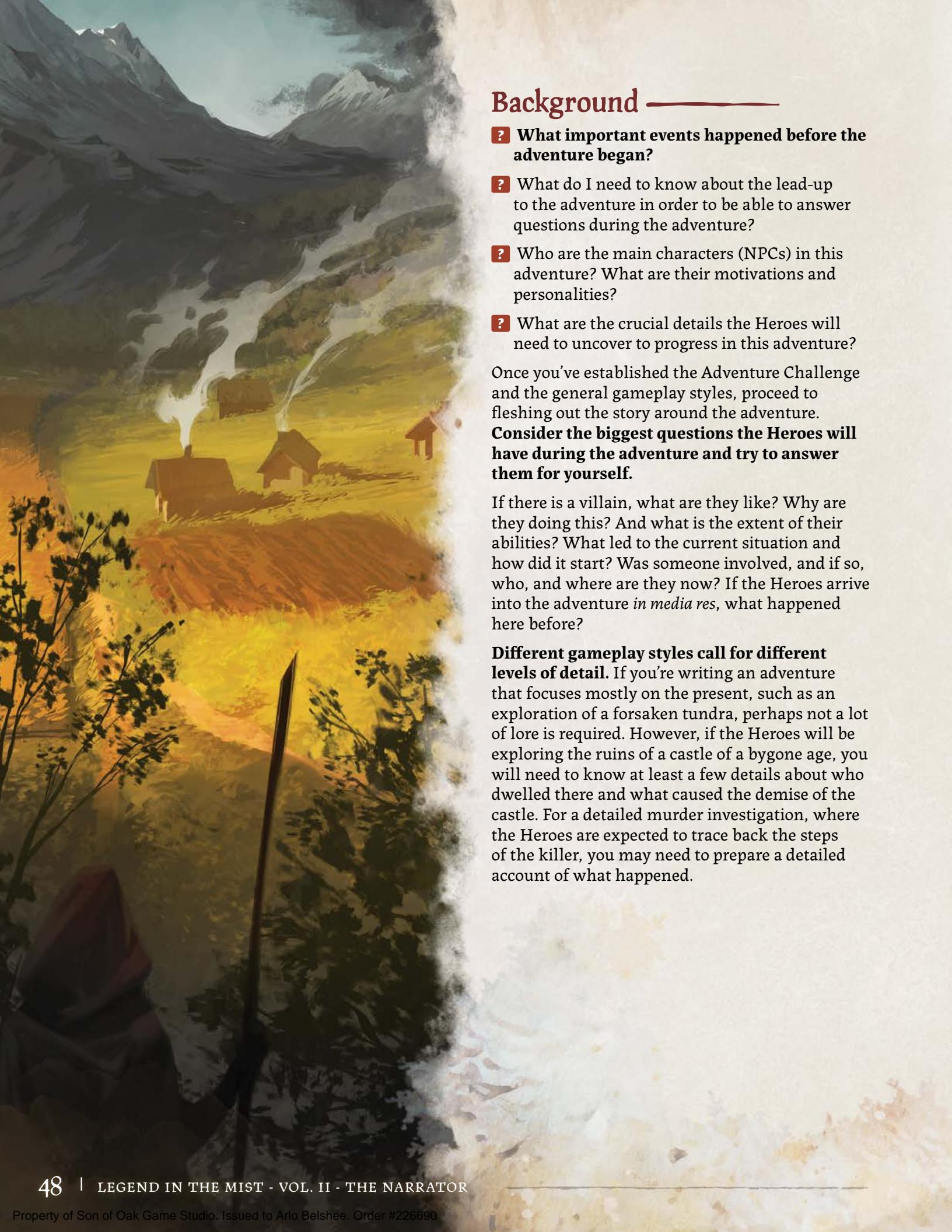
Typical Challenges: Hidden truths (Mystery), tight-lipped individuals (Mystery), competing investigators (Watcher)

PROBLEM-SOLVING

The Heroes must think of a creative way to solve a problem (mechanical, social, magical, etc.).

Typical Challenges: A complex problem or mechanism (Mystery, Obstacle), distractions (Aggressor, Sapper), obstacles to a vital component of the solution (Obstacle, Watcher)

Remember that the Heroes' approach to a Challenge can be unexpected: they may decide to bond with a monster instead of slaying it. The gameplay style is a guide you set for yourself, and you can decide to make changes to it as you play.



Background

- ? What important events happened before the adventure began?
- ? What do I need to know about the lead-up to the adventure in order to be able to answer questions during the adventure?
- ? Who are the main characters (NPCs) in this adventure? What are their motivations and personalities?
- ? What are the crucial details the Heroes will need to uncover to progress in this adventure?

Once you've established the Adventure Challenge and the general gameplay styles, proceed to fleshing out the story around the adventure.

Consider the biggest questions the Heroes will have during the adventure and try to answer them for yourself.

If there is a villain, what are they like? Why are they doing this? And what is the extent of their abilities? What led to the current situation and how did it start? Was someone involved, and if so, who, and where are they now? If the Heroes arrive into the adventure *in media res*, what happened here before?

Different gameplay styles call for different levels of detail. If you're writing an adventure that focuses mostly on the present, such as an exploration of a forsaken tundra, perhaps not a lot of lore is required. However, if the Heroes will be exploring the ruins of a castle of a bygone age, you will need to know at least a few details about who dwelled there and what caused the demise of the castle. For a detailed murder investigation, where the Heroes are expected to trace back the steps of the killer, you may need to prepare a detailed account of what happened.

Adventure Stakes

?

Why should the Heroes care?

Next, consider the Quests of the Heroes as well as the Fellowship Quest, and find a link between them and the Adventure Challenge. Each Hero and/or the Fellowship as a whole should be motivated to undertake the overcoming of the Adventure Challenge, whether because they care about someone that is involved or a community that is in danger, or because of a promise for sought-after glory or occult knowledge.

Hooks are specific details that you add to an adventure to motivate a Hero to embark on it. Perhaps the object of their Devotion theme is one of the victims of the Adventure Challenge, their Destiny theme calls them to confront the Adventure Challenge head on, or the belief holding their Past together is put into question.

Scenes

?

What are the steps to overcoming the Adventure Challenge?

?

What events may unfold during the adventure?

In this step, you draft a number of scenes and populate them with Scene Stakes, locations, Challenges, and NPCs. You cannot cover every imaginable scene that could arise from the Heroes' actions, nor should you need to; a few core scenes are enough to give your adventure a strong basis, around which you can improvise as you play.

Scenes follow the same gameplay styles as adventures. There are battle scenes, chase scenes, etc. You should incorporate the gameplay styles you envisioned into specific scenes. As always, remember the choices of the Heroes can change the nature of a scene even as it is being played.

Begin by making a shortlist of scenes or, better yet, sketching them as boxes or bubbles (which will be useful for the next step).

CORE SCENES

First, list scenes that you think the Heroes must go through as necessary steps to overcoming the Adventure Challenge. Here are some typical scene types, in order:

- **Discovery:** Are the Heroes aware of the Adventure Challenge at the beginning of the adventure? If not, perhaps an investigation or exploration scene is required.
- **Travel:** Is there a journey that the Heroes must make to reach the Adventure Challenge or to obtain a necessary item, person, or clue? What is in their path?
- **Obtainment:** Is there someone or something that is key in overcoming the Adventure Challenge? What sort of interaction must the Heroes go through to recruit or obtain them?
- **Climax:** Where is the final conflict with the Adventure Challenge expected to take place? What kind of conflict will it be? There may be multiple approaches possible.
- **Denouement:** Are there important things to cover after the Adventure Challenge is overcome or in case it is not overcome? Where will this aftermath be presented?

UNEXPECTED SCENES

Unexpected scenes are scenes that you initiate, rather than the Heroes. Think of things that might happen *while* the Heroes are trying to solve or overcome the Adventure Challenge.

- **Foreshadowing and Reveal:** Does the Adventure Challenge choose to present itself to the Heroes? When and where does it first become known? Perhaps a full reveal is preceded by mysterious occurrences that serve as omens or signs.
- **Opposition:** How is the Adventure Challenge actively making life harder for the Heroes? Does it send its agents after them? Is it consciously targeting the Heroes or indiscriminately putting difficulties in their path? Where does that find the Heroes?
- **Reaction:** How does the world – allies, NPCs, environment, nature, weather – react to what's happening with the Adventure Challenge? You can emphasize the urgency of solving the Adventure Challenge with a scene in which the Heroes must contend with its indirect repercussions.

SIDE SCENES

You can sprinkle in some scenes not directly related to the Adventure Challenge, but make sure they don't take too much focus away from it.

- **Stops and Distractions:** Are there any events or places of interest the Heroes might pass on their way between the other scenes? For example, a merchant caravan where they can purchase goods and gather rumors of the world at large, or a weird and unexpected encounter with a magical being.



- **Side-Quests:** Are there any smaller problems the Heroes can solve that are indirectly related to the Adventure Challenge? Or opportunities that could entice the Heroes, such as a fabled shrine they want to visit, just a little out of the way?
- **Personal Quests, Backstory, and Problems:** Are there any Heroes' Quests you'd like to dedicate a scene to during this adventure? Is there a scene related to an individual Hero that could be fitting? Perhaps a Hero meets with their mentor and receives instructions or beratement, or you take the time to play through a flashback to a relevant part of a Hero's past. A minor rivalry, a troublesome child, or a Relic in need of repair all add complexity to their lives and ground the Heroes in the story, in contrast with the action of the adventure.
- **Camping, Sojourns, and Downtime:** When are the players expected to rest and recover? What are some casual, off-adventure interactions they can have? These scenes are important both in terms of game flow, to allow players to regain tags and remove negative statuses, and as narrative breaks and palate cleansers. A night at the tavern, a birthday party, or a day at the lake swimming could all be refreshing and restorative, using the same rules as camping.

WRITING UP THE SCENE

Once you have the list of scenes you plan for this adventure, flesh out each scene with the following details:

- **Scene Stakes:** Why should the Heroes care about the Challenge in this scene? How does it connect to the Adventure Stakes and their goal of overcoming the Adventure Challenge? If it's an unexpected scene, what are the Heroes' immediate goals here (survive, take a prisoner for questioning, etc.)?
- **Location and Time:** Where and when does this scene take place? Does this location, moment, or situation have any features that should become story tags or statuses?
- **Challenges:** What is the main Challenge of the scene? What other, secondary Challenges are here?
- **NPCs:** What other characters, creatures, hazards, and forces are present at the scene? How do they relate to the Heroes and the Challenges in the scene?

- **Rewards:** What can the Heroes use here that can be taken away as a reward – items, allies, useful information, or other benefits?
- **Threads (see next section):** What can the Heroes learn here that will point them to the next scene?

CREATING CHALLENGES

For each of the Challenges in your scenes, you can prepare a Challenge profile or use shorthand to quickly draft its details. See **Creating Your Own Challenges**, page 111, or use the Oracle to quickly roll up a Challenge, page 248.

Threads, Clues, and Lore —

? What points the Heroes from scene to scene, toward the conclusion?

Next, take your sketched out list of scenes and begin to connect them with **threads**: pieces of information that point from one scene to the next.

A scene can have multiple threads pointing to it and can have multiple threads pointing to other scenes. Threads can appear in different ways: information shared by an NPC or an overcomed Challenge, an item that is hidden in the scene, or an event that occurs and reveals new lore. It's good practice to have either one thread pointing clearly at a direction, or to have multiple ambiguous threads doing the same.

Choose which scenes come first and which come later, and which scene leads to which, and make sure there are threads connecting between them. This way you create order and structure in your adventure.

Review your chart of scenes and threads and make sure there is at least one path from the Hooks, where the adventure begins, to the scene where the Adventure Challenge can be overcome. And what if the Heroes miss a clue, item, or opportunity? You can have the same vital thread pop up in the next scene, or create alternate paths through the adventure. The Heroes may carve their own path when you play, but your threads should provide ample opportunities for them to move forward.

You may also want to sprinkle in additional clues and world lore that will help the Heroes understand more about the Adventure Challenge and how it can be overcome, or about the situation at hand and the NPCs involved.

Aftermath —

? What are some possible endings for this adventure?

? What do the Heroes get at the end of all this?

As the final step, consider how the Heroes might emerge from this adventure. What would happen if the Adventure Stakes were won, and what would happen if they were lost? Could there be a situation where the Stakes are deferred, that is, the Adventure Challenge is not resolved within the scope of this adventure? How would that affect the lives of the Fellowship and all others involved?

Consider also the **rewards** (page 38). Sometimes, a Hero's only reward is knowing they helped someone else. For other Heroes, that just won't cut it and there needs to be a valuable reward on the table. It doesn't have to be tangible – acceptance to a guild, gaining a true friend, or replacing a theme with a more coveted one can all be great prizes.

Take a moment to write down what the Heroes may gain at the end of the adventure. This could be a special item, knowledge, or favor, or simply provisions to keep them going on their journey. If you're writing a series, the adventure reward could be the key to overcoming a greater Challenge, or a thread leading to the next adventure.



Example Adventure Design: A Feast To Devour

Narrator Reya is working on a new adventure. It is set in the rustic fantasy world of *Hearts of Ravensdale*, but the Fellowship are a group of itinerant sellswords out in the wilderness known as the Wanderlands, passing from village to farm in search of work and Creatures of Twilight to slay. It's all Grit & Politics, rather than an epic tale.

Reya chooses to begin with the **gameplay styles** of the adventure. The sellswords see their fair share of battles and tracking down monsters, so this time she wants to challenge them with some social intrigue, creative problem-solving, and perhaps a short heist.

She decides the **Adventure Challenge** is Maghorn (Charge), a merchant attending a three-day feast at a local warlord's manse, who hires the Fellowship to protect him. Maghorn is convinced he has been marked with a dark curse by one of the feast guests and that they mean to lure him to his doom there. To protect him, the rough-and-tumble sellswords must don fine garments and suss out who is behind the spell.

Reya now turns to flesh out the **background** for her adventure. In a region so lawless and sparsely-populated as the Wanderlands, Maghorn is a surprisingly thriving merchant who has become a favorite of the hostess, Shiyon, a woman of some military means. Many among the guests covet his fortune and connections, not least of which is Adain Foxheart, a village priest who is also a trader, and secretly, a witch. He has a spell that could siphon Maghorn's wealth but he needs to have access to Maghorn to complete it. He has also summoned a strixa – a vampiric, shapeshifting Creature of Twilight – to serve as an ally and a distraction, but the priest's hold over her is fragile at best. She attends the feast impersonating another guest, Sinica of Stormhelm, whom the strixa killed. Narrator Reya thinks she needs a few more guests to mask the true culprit, so she drafts a handful of other peculiar NPCs with whom to populate the feast.

The **Adventure Stakes** are whether or not the Heroes can protect Maghorn through the feast. Their reputation, and indeed their payment, are at stake. The Hook is simple enough for this group of sellswords: a contract, offered by Maghorn himself at the inn where the Fellowship often stops to refresh themselves from the dusty roads.

Reya now begins to sketch out the **scenes**:

- **A welcoming scene** at the courtyard, where the guests are first presented
- **An Occasion Journey** that is used to fast forward some time during the 3-day feast
- **A marksmanship competition scene**, where the strixa bribes one of Shiyon's archers to clip Maghorn's hair, to obtain it for Adain's ritual
- **A social event scene**, where Adain tasked the strixa with drawing the attention of the sellswords away from him
- **A heist scene**, where the Heroes try to break into the strixa's room unnoticed, perhaps at the same time as others attend the social event
- **A battle scene**, where the strixa breaks Adain's hold and attacks the guests
- **A climactic countdown scene**, where Adain uses this distraction to complete his ritual against Maghorn
- **A personal Quest scene**, where one of the honored guests has word about one of the Hero's long-lost brother (a Quest) but wants a good price for it

Reya puts the scenes in a sketch, as seen on the next page, and begins to populate each of them with details: Scene Stakes, location and time, Challenges, NPCs, and rewards. She creates some Challenge Profiles for the top Challenges.

Then, she connects the scenes with **threads**, so that there are at least a few clear paths through the adventure. Her adventure is shaping up to have a clear beginning, middle, and end, a classic three-act structure.

As a last step, Reya considers how the Heroes could emerge from this adventure, its **Aftermath**. If they save Maghorn, their purse will certainly be heavier. Impressing or upsetting Shiyon could see them embroiled with her, one way or another. And if Adain Foxheart or the strixa escape, there will be some retribution or a hunt.

She dubs her adventure *A Feast To Devour*. It's ready to play!

A FEAST TO DEVOUR

Reya's Adventure

Arrival At Shiyon's Manse

Time & Place: Courtyard, 1st day
Stakes: Identifying threats to Maghorn
Challenges: The guests hide their intentions (Mystery)
Others NPCs: Guest companions, servants
Rewards: Initial clues about each guest

↓ The feast continues

General Festivities

Time & Place: Throughout the feast
Stakes: Navigating social interactions without incident
Challenges: Occasion Journey with social Vignettes, cunning honored guests, Shiyon and her security
Other NPCs: Servants
Rewards: Gaining trust of guests, collecting clues about guest agendas and movements during the event

↓ The feast continues

Evening Spitroast and Dance

Time & Place: Manse main hall, 2nd evening
Stakes: Gain Shiyon's favor, confront suspect guests, distract from heist
Challenges: Shiyon, the guests, the strixa (Mystery, Influence, Countdown)
Other NPCs: Performers, servants
Rewards: Shiyon's favor, distraction, learning about Adain

↓ When the 2nd night arrives

The Strixa Attacks!

Time & Place: Manse second floor, 2nd night
Stakes: Survive, protect Maghorn, save the guests
Challenges: The strixa (Aggressor)
Other NPCs: Guests and servants (victims), guards (allies)
Rewards: Clues for binding, in her belongings

Invitation to competition

The feast continues

Suspecting the strixa

Personal Quest

Time & Place: Alcove
Stakes: Gain information about long-lost brother
Challenges: Greedy guest (Influence)
Other NPCs: –
Rewards: Information

Rest Time

Time & Place: Maghorn's suite
Stakes: Recover and plan
Challenges: –
Other NPCs: –
Rewards: –

Adain's motive

Evidence of witchcraft

Marksman Competition

Time & Place: Fields, 2nd day morning
Stakes: Maghorn's hair, glory
Challenges: Competitors – Shiyon's archers and guest companions (Aggressor - Countdown), the bribed archer (Mystery), Shiyon and honored guests (Influence)
Other NPCs: Guards, servants, audience
Rewards: Archer points to strixa, *a fine bow* for the winner

The bribed archer points to strixa

Breaking Into Strixa's Room

Time & Place: Manse second story
Stakes: Learn about the strixa before she returns
Challenges: Shiyon's guards (Watcher)
Other NPCs: –
Rewards: Identify strixa, infer she is bound, *lock of Maghorn's hair* as evidence or magical clue

Evidence of witchcraft

Furtive Ritual

Time & Place: Manse' second story, Adain's room
Stakes: Find and stop the ritual
Challenges: Adain (Aggressor), the ritual (Countdown)
Other NPCs: Guests, servants, guards
Rewards: Save Maghorn and reveal truth. Payment (*heavy-purse-2*).

DESIGNING A SERIES

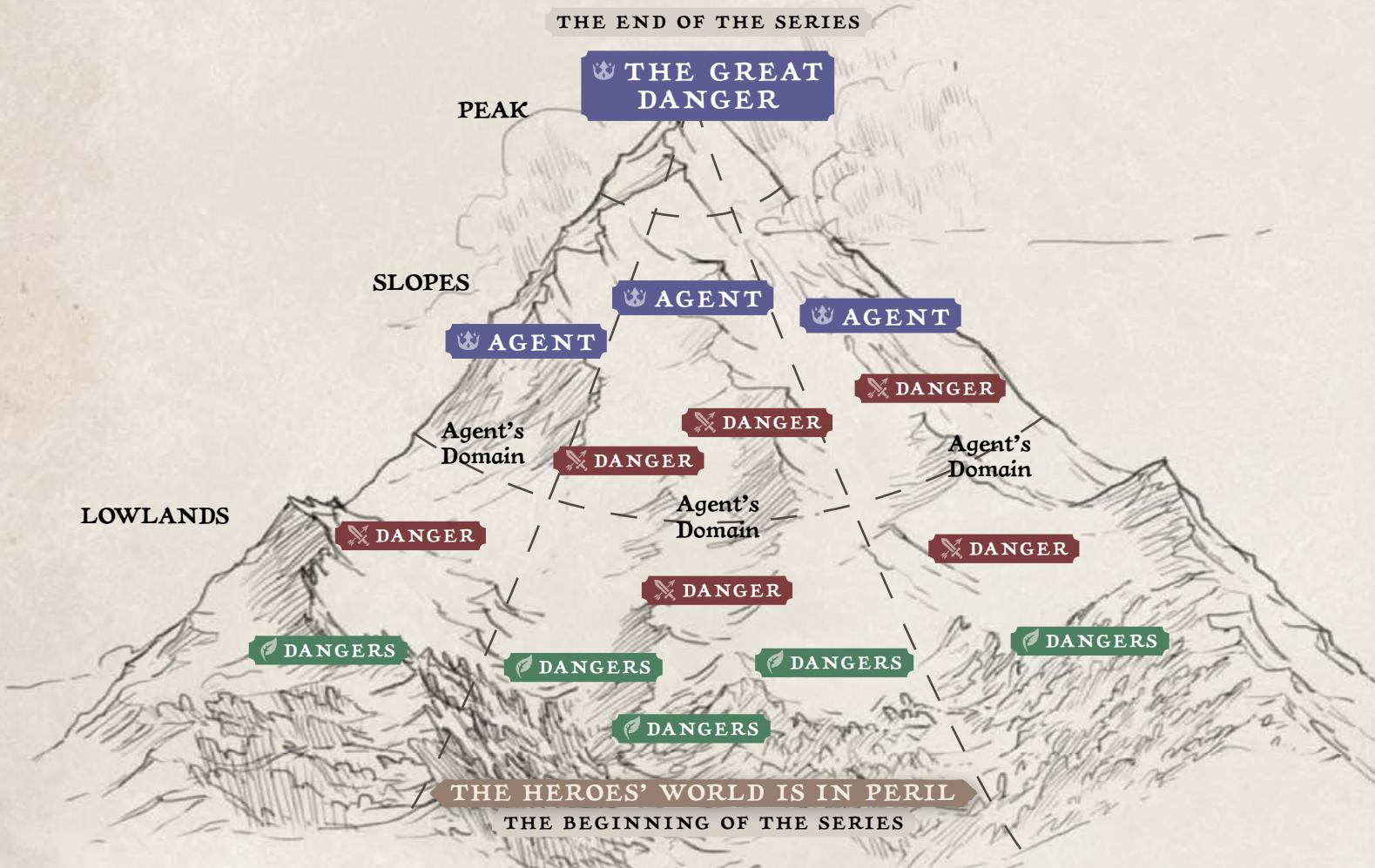
The Mountain

The eternal fantasy story, incarnated in many legends from around the world, is an epic tale with humble roots, the Hero's Journey.

It begins when an unknown and unlikely Hero, somewhere faraway and removed from trouble, becomes aware of some Great Danger that threatens their peace or way of life. Willingly or begrudgingly, the Hero embarks on a journey to confront this Great Danger, and goes through many trials and tribulations before they are ready and able to do so. If they are successful, often at a great cost to themselves, peace is restored to their home, and to the world.

The Mountain is a series planning model that helps you create a series that resembles such an epic tale, using the metaphor of a mountain – the Heroes begin at the bottom and climb their way to the Great Danger at the top. This model helps you define who or what the Heroes will be tested against and why, what dangers they will be facing, and what reason they have to leave their current lives to embark on a journey.

While in many legends the Series Challenge is a Great Danger, in others it is a Great Hope – a lofty goal like peace among the world's tribes or changing fate itself. You can use this model to plan such a series, with the Great Danger's agents instead being obstacles to the Great Hope, those who wish to maintain the status quo.



CHARTING THE MOUNTAIN

Begin by drawing a mountain-shaped map or diagram, representing your series.

The Mountain is divided into three tiers:

- At the **Peak** lies the **Great Danger**, the Series Challenge, the antagonistic force threatening the safety and peace of the Heroes and what they hold dear.
- On the **Slopes** are the **Agents** of the Great Danger and their **domains**, powerful forces carrying out the will of the Great Danger in different parts and aspects of the world.
- In the **Lowlands** are the Heroes and their familiar world, who are threatened by the agents of the remote Great Danger. From these humble origins and local incidents, often seemingly insignificant in the grand scheme of things, the journey begins.

HEROES GROWING IN MIGHT

In a classic Mountain tale, most of the Heroes begin with mostly Origin themes (with some exceptions welcome). Through their travels and travails, the Heroes grow in Might, evolving some themes into the Adventure level. Eventually, as the series draws to an end, some of them may even possess world-shaping power as Greatness themes – and are likewise faced with Greatness-level Challenges – while others may face great dangers with naught but their simple Origin.

You may want to outline these possible progression paths to your Heroes before the series begins. Once the game starts, let each Hero chart their own path and make their own choices.

SMALLER SCOPE

The Great Danger does not have to threaten the entire world. Instead, your series can focus on a smaller part of the world, or even only the lives of the Heroes and what belongs to them (family, reputation, riches). The only condition is that the Heroes care deeply about what they stand to lose.



The Peak: The Great Danger

Start at the top, designing your Series Challenge. This is often a person, creature, or being – a fell sorcerer, a demonic goddess, or the king of evil dragons – but it may also be something else, like a magical or natural phenomenon, or a group of people, such as an aggressive nation of conquerors. It is the driving force behind the entire campaign – from the call to adventure to the final climax. Had the Great Danger not exist, the Heroes would have no need to leave their homes and go adventuring in the first place. They cannot allow it to continue to exist.

To design your Great Danger, answer these questions

? Who or what is the Great Danger?

Flesh out its identity: name, form (physical or otherwise), and history, what brought them here.

? Where are they?

Describe the place they inhabit. Is it a hidden lair, a fortress, an accursed land, a magical realm, a simple home, or something else?

? Who or what do they threaten, and how?

Outline the people, geographical region, or way of life that the Great Danger will eradicate, subjugate, or forever change.

? What is the worst outcome?

Outline the danger by describing to yourself the worst thing that can happen if the Heroes utterly fail to stop the Great Danger: destruction, conquest, corruption, loss of hope, etc. Consider the reasons this outcome hasn't happened yet; these can become plans for the Agents, when you chart the Slope, later.

? Why does the Great Danger want this outcome?

Establish for yourself the motivation of the Great Danger. Is it a power-grab, a mindless instinct, an act of spiteful revenge? Here are some examples:

- **Lofty Ideal:** The Great Danger is an extremist who holds an ideal or a principle that they believe justifies all means. They plan to force their philosophy on everyone, believing this is the only correct way for the world to function.
- **Necessity:** The Great Danger has no other choice. This can be because they are forced to act for their own survival, cornered by some even greater force, or because they are corrupted, mindless, or governed by instinct, and are simply incapable of choosing otherwise.
- **Power:** The Great Danger desires unlimited power for its own sake or for their personal benefit. They can be self-important or delusional; deeply traumatized, seeking to never feel vulnerable again, at the cost of everyone else; or believe they will use it best or even for a greater good (crossing over to the Lofty Ideal).
- **Punishment:** The Great Danger or someone important to them was wronged and now they seek revenge or justice by punishing those responsible, or the entire world.

Alternative Paths

Although you may have in mind at least one way an Agent can be defeated or circumvented, during the game the Heroes may come up with creative solutions that you didn't consider. You should encourage this, but at the same time make sure that the alternate way still poses a comparable challenge and demands a comparable price or effort of the Heroes, even if of different nature than what you had in mind.

The Slope: Agents

In the next step, you flesh out the Agents of the Great Danger, the bearers of its power and influence in the world. While the Great Danger is capable, they rarely appear to do the dirty work themselves. Instead, their Agents are the ones furthering their individual wills and plans. The Agent, like the Great Danger, might not be a person, creature, or being but something else – such as an object of power, a spell, or a location.

WHAT MAKES AN AGENT?

An agent has two defining characteristics in terms of series design:

An Agent helps the Great Danger achieve their end goal in a specific way. The Agent is responsible for enacting one will or one plan of the Great Danger, usually out of several. The Agent is a force capable of carrying out this specific will or plan. An Agent's **domain** is the region or aspect of the world in which they operate.

For example, the Great Danger is a dark sorcerer whose wish is to subjugate the kingdom. Their plans and agents could be:

- Conquer the kingdom by force with a bloodthirsty general leading an army of the dead
- Weaken the resolve of the king's subjects with a dark curse of fear
- Spread disease throughout the capital through a corrupted grove inside the city walls
- Assassinate the king by employing the revived specter of a legendary killer

An Agent blocks the Heroes from directly accessing the Great Danger. The Agents serve as narrative barriers which prevent the Heroes from just waltzing into an encounter with the Great Danger. Instead, a portion of the series is dedicated to overcoming the Agents and opening up the path to the Great Danger.

Some of the ways Agents can block the path to the Great Danger are:

- **Deterrence:** An Agent can threaten something the Heroes hold dear, such as a hostage, in hopes of deterring them from confronting the Great Danger.
- **Insurmountable power:** The Agent grants the Great Danger an ability which makes them invincible, like invulnerability, omniscience, or mind control. This can be the property of a magical item or a magical power granted by the Agent.
- **Obfuscation:** If the Great Danger is hidden or unknown, an Agent could be the one protecting its secrecy, or simply the only one who knows them and their location.
- **Offensive guardian:** The Agent actively hunts down and attacks all or certain threats to the Great Danger, making it harder for the Heroes to reach, especially once they have been marked as enemies.
- **Physical barrier:** The Agent physically blocks the Heroes from reaching the Great Danger. They could be an impassable fiery wasteland, an unbreakable magical shield, or an unbeatable army.

Checking Off All Agents?

In most stories, the Heroes can devise a way to reach the Great Danger by facing or circumventing only some Agents rather than all.

However, there are legends in which the Hero is required to go through all Agents (for example, to obtain three magical items by overcoming three monsters) before they can confront a great evil. If you choose to go this path, make sure each Agent is a unique challenge, perhaps with an interesting twist, and avoid letting this requirement curtail the Heroes' creativity.

Otherwise, checking off a list of agents may feel less like a story and more like a repetitive video game where all lieutenants must be defeated before a boss can be faced.

These suggestions of Might levels relate to a full-scope epic series, where the Great Danger is great indeed and its Agents are powerful actors. It can be adjusted down if you plan to play a smaller scale series.

Representatives of the Great Danger need not always be its servants. The upheaval caused by an Agent's presence is also a Lowlands representation of the Great Danger's plans: Displaced refugees, monsters pushed out of their territories, opportunistic malevolent creatures and people, disturbed ancient magic, or troubled spirits and godlings can all be Challenges indirectly caused by the work of the Agents and a rapidly changing world.

CREATING AGENTS

Create a list of two to five of your Great Danger's plans and create an Agent for each one. Flesh out each Agent by answering the questions below:

- ?
- **Who or what is the Agent?**
- ?
- **How do they further the Great Danger's plan?** What kind of specific power do they have to do so? What actions or steps do they need to take?
- ?
- **How do they block the Heroes' way to reach the Great Danger? How can it be circumvented?**
- ?
- **Why do they serve the Great Danger?** Just as the Great Danger has their reasons for furthering their goals, the Agents have their own reasons, too. Do they believe in the Great Danger or are they afraid? Do they have their own secret plan? Or are they a non-sentient Agent that the Great Agent simply wields?
- ?
- **What is the Agent's domain?** Each Agent is responsible for a region of the world, a group of people, a resource, or an aspect of the Great Danger's plan called their domain. This could be military conquest of the Aldenwood, sowing rot and decay in the kingdom's farms, mining for a powerful crystal, or researching dark arts.
- ?
- **Who and what are the most important locations and characters in the Agent's domain and service?** What are the key locations for the Agent's operation? What lieutenants, minions, or unique servants answer to the Agent? Do they command monsters, shamans and druids, or spies?
- ?
- **What is the Agent's next move?** The Agents are constantly furthering their plans, which in turn promote the Great Danger's end goal. When the story begins, what is the next significant move that the Agent will take? These will become potential Adventure Challenges when the Heroes encounter this Agent for the first time.

CREATING AGENT CHALLENGE PROFILES

Finally, create a few Challenge profiles for the Agent and their domain (now, or when you write an adventure that includes them):

- **The Agent**, with at least one Greatness Mighty aspect.
- **Their lieutenants**, commanders, minions, monsters, or other extensions of their power, with at least one Adventure or Greatness Mighty aspect (minions are often Mighty in numbers).
- **Other important figures and NPCs** in their domain, such as a close servant, or an unrelated beast that lives in their domain.
- A Journey (Landscape) through **the Agent's domain** – if it is dangerous to travel there.
- A Journey (Occasion or Process) for **the Agent's plans advancing**, to use when time passes.

The Lowlands: Local Danger

The Lowlands represent the places and times in which the Great Danger's influence touches the lives of ordinary people and natural life. Through the Agents, people, wildlife, and even the landscape across the region all feel the looming threat, although few if any of them know its source.

Start by describing the most important Lowland: the Heroes' home territory, where they're currently at. Use the Hero and Fellowship themes and Quests, especially the Fellowship theme Quest, to tie the effects of the Great Danger to what matters to the Heroes.

There may be many other Lowlands in your series that the Heroes will go through, as many as the different people and places affected by the creeping power of the Great Danger. You can list and flesh out these other areas – either in advance, while planning out the series, or when writing adventures for the Heroes as they arrive there.

CREATING LOWLANDS

You can draft each Lowland by answering these questions:

- ?
- What is this place?
- ?
- Who calls this place home?
- ?
- Which Agent's domain does this place belong to? It must belong to at least one; places that are completely unaffected by an Agent cannot form a basis for an adventure in this series.
- ?
- How is this place threatened by the Agent? If the Agent successfully furthers their plan and the Great Danger's goal, what will this place's doom look like?
- ?
- Who or what is representing this danger locally? Choose the Agent's minion, servant, champion, messenger, or lieutenant to be the representation of the Great Danger in the Heroes' world.
- ?
- Which of the Heroes' or Fellowship Quests is opposed to this doom? The Heroes will likely want to stop a threat to their homes, loved ones, or ways of life, and yet, their motivations will be clearer if there are specific Quests in direct opposition to the oncoming danger. As the Heroes travel and encounter other Lowland locations, these too should be designed to touch their personal and group Quests.



This final question is critical, as it defines the **Series Stakes** during the early part of the series. The Series Stakes are what drives the Heroes to move from one adventure to the next through the series, and what keeps them focused on the goal of overcoming the Great Danger.

CREATING LOCAL CHALLENGE PROFILES

Complete the Lowlands location by creating a few Challenge Profiles:

- The Agent's representative(s) in this area, with at least one Adventure Mighty aspect.
- This representative's local forces and minions, without any Mighty aspects, or one Adventure Mighty aspect at most.
- A Journey (Landscape) through the area – if it is not completely safe to travel here.
- A Journey (Occasion or Process) for the representative's plans advancing, to use when time passes.

Example Mountain: Wrath Of The Ashmother

THE PEAK

The **Ashmother** is a massive, ancient fire spirit that once slumbered beneath Mount Volun. Recently, she was accidentally awakened by miners who broke into her resting chamber. She is a towering figure of smoke and cinders, with glowing eyes and a molten core for a heart. Her body constantly sheds burning ash that poisons the sky. She dwells inside the mountain, which is now an active volcano. Her lair lies at the heart of the mountain, surrounded by charred stone and flickering spirits of conflagration that serve her. Few can approach without burning or losing their way.

The entire lowland region of **Cragshade**, including several farming towns and riverside cities, is at risk, now that the Ashmother is awake. Crops are failing from ashfall, trade has stopped, and many people are falling ill from breathing the poisoned air. Should the Heroes fail, the Ashmother will burst from the mountain in a storm of fire, setting the whole valley ablaze. Thousands will die, and the land will become a scorched wasteland.

The Ashmother wants revenge – she was trapped under the mountain ages ago by a powerful mage, in order to make the region habitable for humans. Her rage is not calculated, but deep and primal; she is an entity more of instincts than reason.

THE SLOPES

There are three Agents serving the Ashmother:

Cindertongue, the Firebrand is a once-pious village priest twisted by visions of flame. With charred skin and glowing eyes, he is both charismatic and terrifying, and utterly convinced that the whole world should rightfully burn. He can inspire mobs, ignite panic, and set objects and people on fire with his words.

His domain is the **Scorchmarch**, a stretch of refugee-choked borderlands where towns are turning to cultish behavior. He has already gathered a large horde of fanatic believers that travel with him, spreading panic across the land. He can manipulate public opinions against the Heroes, turning townsfolk against them en masse.

- **Plan:** Since the Ashmother fears the folk of the Cragshade will unite against her and imprison her as before, Cindertongue has been called to weaken the social resilience of the region.
- **Block:** Through his visions, Cindertongue is the first to inadvertently rediscover the Art of Fire, a form of sorcery rooted in the bonds that the ancient mage once put on the Ashmother, which could grant human beings access to the heart of Mount Volun.

Magra the Emberclaw is an enormous fire-drake corrupted by the Ashmother's essence. She spreads destruction directly, weakening towns and trade by destroying roads, bridges, and supply lines. Her domain is the skies, and the spread of fire. Besides her tough obsidian scales and fire breath, she can summon emberspawn that infest the burning wreckage she leaves behind. Her lair is on the peak of Mount Volun.

- **Plan:** Through her attacks, Magra slowly expands the scorched territories of the Ashmother.
- **Block:** Magra also searches for the places of greatest resistance to the Ashmother in order to burn them down. Once the Heroes start making a name for themselves, they better start watching the sky.

The Burning Grove was once a sacred place of the entire Cragshade region, providing it with the fertility and abundance it once enjoyed. It was burned during the first eruption of Mount Volun and now burns eternally, flames licking the upper branches instead of leaves. Like a burning wick in a pool of wax, the grove drains the life of Cragshade's earth itself, slowly turning it into black ash. Its domain is mystical nourishment and the fueling of the fire.

- **Plan:** The burning soul of the land feeds the Ashmother, growing her strength until she is able to break out of Mount Volun.
- **Block:** So long as the Ashmother is bound to the grove, she is bound with the life force of Cragshade. Harming or imprisoning her would harm or suffocate the land itself. This bond must be severed.

THE LOWLANDS

The Heroes begin in the Lowlands that are under the domain of **Cindertongue, the Firebrand**. Here are three locations of note there:

Durn Hollow is a farming village at the edge of the Scorchmarch, known for its festivals and community storytelling circles. Its people are humble farmers, foragers, and craftspeople – mostly multi-generational families. Cindertongue's preachers have infiltrated the village. They offer protection and meaning amid rumors of ashfall and famine. If they succeed, the villagers will abandon their traditions, burn the storytelling circle, and become zealots of the Ashmother, ready to turn on neighboring towns in righteous fire. Their local leader is Sister Maevra, a soft-spoken faithful "listener" who offers counsel to the desperate. She carries fire charms, whispers secrets, and encourages quiet conformity. She's not violent – but she's very persuasive.

The **Elmford Assembly Hall** is a public debate hall in a large and bustling trade town. It is a center for law, leadership, and community

decisions for merchants, guild leaders, judges, and civic-minded citizens. Cindertongue has sent a representative here: Elar Vos, a well-dressed orator who claims to be an independent speaker for "the People's Flame." In truth, he is using false accusations, forged letters, and fiery rhetoric to erode trust. If his plan succeeds, the assembly will collapse, the town will splinter into warring factions, and Cindertongue's faithful will rush in to take control.

The **Shrine of the Last Rain** is a small hilltop shrine dedicated to the seasonal rains, tended by three elderly hermits and visited by farmers from miles around who leave offerings and prayers for water. It is outside of Cindertongue's direct influence – for now. His faithful see it as a blasphemy. A militant faction is gathering in a camp underneath the hill, and plan to attack the shrine and burn it black, ensuring that old, failed gods can't oppose the coming fires. Arvest, a flame-scarred bandit, leads them.





BREAKING THE SERIES INTO ADVENTURES

Now that you have your Mountain – the design for the Series Challenge (Great Danger) and its many agents in the world – you can begin planning your series by breaking up the journey up the Mountain into individual adventures.

The guidance below helps you do so in a way that follows the classic Hero's Journey, **a three-act series** that begins at the Lowlands and climbs up toward the Peak, with all the twists and drama of a good epic.

Each act contains multiple adventures, as many as you please based on your narrative considerations – from one or two, to a dozen – and ends at a specific narrative point.

Revelations

Throughout each act, the Heroes make discoveries about the Great Danger, its Agents, and their representatives that point them to new adventures, slowly climbing up the mountain. In this way, some Revelations act as Adventure Threads (page 51), connecting between adventures. Revelations are often one of the following:

- **A New Menace:** The Heroes become aware of a new threat in their world, which becomes the Adventure Challenge of a new adventure. This often happens when the current Adventure Challenge turns out to have a bigger force behind it, or to share a common source with another Challenge previously thought to be unrelated.
- **A Path Forward:** The Heroes uncover a new way to deal with an imminent Challenge, previously thought insurmountable. This may be a special tool, unexpected ally, magical item, hidden lore, or secret key that can lead the Heroes to victory. Usually, implementing this solution isn't easy or immediate; it requires dealing with other Challenges (acquiring items or resources, exploring dangerous territory, defeating enemies, etc.), sparking off a new adventure.
- **Intriguing Lore:** The Heroes discover something new and fascinating about an aspect of their world, such as in politics, magic, geography, or cosmology. While this might not present A Path Forward just yet, it adds richness and wonder to your fantasy world, while also "planting the seed" and giving your Heroes ideas for future creative solutions that could help overcome Adventure Challenges or even the Series Challenge.

For example, on their journey, the Heroes uncover a strange overgrown stone shrine, and learn that the current pantheon of gods was preceded by older, nameless gods who now slumber. This may not mean anything in the moment, but later in the series, it might become pertinent.



Act I: The Opening

The first act introduces the Heroes in their home territory, where even if the dangers are new and unfamiliar, their surroundings are still mostly known and comfortable.

The mood of the first act corresponds to the Origin Might level, as it emphasizes the Heroes' origins, and the simpler things in life: loved ones, bonds of devotion, close community, innate traits, practical items, and everyday life. Heroes of greater Might are taking a break from the greater world to deal with this region's problems, perhaps for their own Mighty reasons, becoming tied to it on a personal level in the process.

This act sets up the bond between the Heroes and their current home or life, and then introduces **inciting events** where the heroes are challenged to do something about a danger to their Quests as the outside world impacts something they care about. A villain or a minor adversary may be established here, representing such danger.

ACT I IN A NUTSHELL

- **Theme:** This is our home, and it's in danger that it's never faced before.
- **Heroes:** Still defined by where they come from, with few changes to their themes yet.
- **Location:** Around the Heroes' familiar everyday world.
- **Adventure Challenges:** Low-stakes, mainly disturbing the peace of the Heroes or others in this area.
- **Challenge Might:** Mostly Origin, sometimes Adventure.

TYPICAL REVELATIONS IN ACT I

Looming Danger

- The Heroes' home is in danger the likes of which it has never faced before.
- The dangers facing the Heroes are not random incidents, but are the result of a common source.
- The source of the danger is nearby.
- The Heroes are unequipped to deal with this danger (i.e., it is Mighty in ways the Heroes are not, and they are Imperiled when facing it directly).

Topical Solutions

- There is someone nearby who knows more about the world and who may offer a path forward.
- The danger can be dealt with using a hidden strength or resource the Heroes were unaware of previously.
- The way to overcome the danger involves an activity usually considered dangerous, but still within grasp.

The Call Of A Greater World

- Some of this danger is coming from someplace else. This poses a bigger threat to the Heroes' entire way of life.
- The aforementioned bigger threat will materialize, unless the Heroes rise to meet it and resolve it somehow. In other words: overcoming the local problems will not solve the bigger problem.

Mix and Match

The order of adventures and revelations presented here follows a classic structure, but every story subverts it in some way. For example, the Act III Revelation of "an item that can exploit the Great Danger's weaknesses" can instead be presented in the middle of Act I (perhaps in the form of a ring?) and become a main source of motivation and anguish.

TYPICAL ADVENTURES IN ACT I

Home Sweet Home

The Heroes' home (or current life) is abuzz with some mundane drama – a quarrel among neighbors, a long-expected party, or some minor trouble that calls everyone to help. Nothing out of the ordinary happens, yet: this adventure establishes what will be lost if the Great Danger comes to pass, even though no one has any inkling of it yet. It frames the Heroes' home as a place that has its problems but that they'll treasure it once it's gone.

Adventure Premise: Overcoming mundane trouble of ordinary life

Revelation: None, focused on building a narrative bond between Heroes and their current home or life

A Danger To Our Home

A normal, everyday occasion – such as a walk in nature, a trade event, a stranger's visit, or a foraging trip – ends up with someone being injured, frightened, or lost due to an hitherto unknown danger.

Adventure Premise: An expedition to save the harmed or endangered.

Revelation: There is a new danger around, and it does not balk at attacking our people.

A Mystery Under Our Nose

A familiar place – an old shrine, a forest clearing, an ancient gravesite, or someone's village house – turns out to be hiding a mystery, which is now awakening.

Adventure Premise: Careful exploration of a new magical place or phenomenon.

Revelation: The mysterious force is awakening in reaction to an outside force threatening this place, perhaps to resist it.

A Humble Request

Recent dangers force a friend or acquaintance to ask the Heroes to help, such as to accompany them on a short trip or help them repair a ruined mill.

Adventure Premise: Journey or work through hostile conditions.

Revelation: The new danger is not random, but rather is directed by someone. It knows when to leave the Heroes alone, and when to strike the defenseless.

A Rising Power

There are rumors of a new malevolent force gathering power – a band of mercenaries, a prowling pack of giant spiders, or a roving troll. It's unclear what their abilities and motivations are exactly, so someone had better go out and see.

Adventure Premise: Information gathering through scouting, spying, or otherwise.

Revelation: This is the source of recent troubles, and it is more powerful than anything the locals have ever seen.

The Clash

The new danger is preparing to step up its activities – invade the village, infect all crops, or take over the wetland – and it is disrupting everyone's life and peace of mind. Soon it will be too powerful to oppose.

Adventure Premise: A direct action against the danger, preventing its expansion.

Revelation: This danger is but a servant of something much more powerful, and there are others like it nearby or in neighboring regions.

ACT I ENDING

The Heroes, having defeated the immediate nearby danger, decide to leave their homes to unknown dangerous lands in order to find and face the greater threat (usually one of the Agents).

Slow-Burning First Act

If you enjoy slice-of-life roleplaying, you can have an entire first act dedicated to Home Sweet Home adventures, deeply grounding your Heroes' reasons for wanting to embark on a quest against the Great Danger, once they have learned of it.

Act II: The Trials



In the second act, the Heroes travel outside of their familiar area and fend for themselves while doing so. They are forced to deal with Challenges outside their usual scope on a regular basis and change significantly while doing so. They learn things about the world they never knew, opening their eyes and changing their perspectives.

As the act progresses, the Heroes gain more confidence in their abilities, and make some headway in their work towards dealing with the Great Danger, there is a glimmer of hope, and it seems for a moment that they could succeed.

ACT II IN A NUTSHELL

Theme: To face the threat to our home and survive in a wondrous and frightening world, we must become more than we used to be.

Heroes: Defined by their new capabilities, knowledge, and collected experience. They become an image of the dangers they face and the changes they undergo to endure them.

Location: Wilds, hostile lands, places of political or magical power, the company of strangers.

Adventure Challenges: Significant life or death threats, still addressing the Heroes' Quests, but with stakes on a greater scale.

Challenge Might: Mostly Origin or Adventure, rarely Greatness.

TYPICAL REVELATIONS IN ACT II

A Whole New World

- The world contains many dangers. It is dangerous just to be out here.
- Some dangers can be turned into resources – allies, tools, lore, etc.
- The Heroes cannot stay the same people they were. They must find their place in a different world than the one they're used to to face mightier dangers.

A Threat To The World

- The dangers facing the Heroes and their home have a higher common source – something immensely powerful that we cannot face right now. (The Great Danger)
- Like the Heroes' home, many other places are threatened by the Great Danger.
- The Great Danger has noticed the Heroes and is starting to devote resources to resist them.
- The Great Danger has a specific end goal toward which it strives.

A Glimmer Of Hope

- Some of the Great Danger's power is carried out by a few especially powerful places, creatures, or beings (The Agents).
- There is a way to overcome or circumvent one of the Great Danger's chief Agents.

The second act matches the dynamism of the Adventure Might level, and it is indeed full of adventure! The Heroes' world grows wider as they travel, meet new people, see new places, and learn a great many new things. While the Great Danger looms over it all, it is not yet here and there is still room for discovery and astonishment.

TYPICAL ADVENTURES IN ACT II

Venturing Forth

The Heroes must venture into a remote part of the world, whether to reach safety or to locate something or someone there.

Adventure Premise: Exploring a new region of the world, its people, and its dangers.

Revelation: This place is also subject to its troubles; some are endemic, while others seem related to the ones the Heroes already met.

Evil Spreads

A regional danger, like the ones experienced in the previous act (but potentially stronger), is threatening a local community.

Adventure Premise: Save the local community from a fearsome danger.

Revelation: This seemingly unrelated danger was sent by the same source, or a similar one, to the ones the Heroes met previously.

Finally, Some Answers

Valuable knowledge that could empower the Heroes is within reach, although retrieving it will be dangerous.

Adventure Premise: Expedition into a foreign, ancient, or well-guarded site.

Revelation: A means to overcome one of the Agents: a strategic secret, a hidden Vulnerability, or ancient magic.

The Hunt

An enemy or other quarry is getting away and might escape or cause further harm if not stopped.

Adventure Premise: A chase or a hunt after the escaping quarry.

Revelation: The chase leads the Heroes to a vantage point, from which the deeds of one of the Agents can be seen.

The Golden Opportunity

The Heroes have a golden opportunity to defeat an enemy, find information, or reach an important place or position – but the window is closing.

Adventure Premise: A race against the clock to vanquish an Agent.

Revelation: This action has earned the Heroes the ire – and from now on, the dedicated attention – of the Great Danger.

Sudden Attack

The Heroes are attacked directly by someone wishing to remove them from the Great Danger's path.

Adventure Premise: Self-defence, rushed retreat or flight, or a counterattack.

Revelation: The Great Danger's end goal.

ACT II ENDING

The second act ending is a typical adventure of its own. When about half of the Great Danger's Agents and plans have been revealed, the Great Danger strikes. Several important places in the world are immediately harmed (possibly including the Heroes' home). The Heroes have no way of stopping this, as they are still underpowered in face of the Great Danger. In the aftermath of this bold attack, the Great Danger begins to prepare to land the final stroke.

The third act holds the promise and power of the Greatness Might level. The actions taken by the Heroes bear the utmost weight and will shape the world. Monarchs and great armies, demigods and archdemons, as well as fate itself, all take interest in what the Heroes are about to do.

Envision Possible Endings, But Keep It Open

When you prepare the third act of your series, make sure to write down at least one or two ways in which the Heroes can overcome the Great Danger. This way, if they are stuck, you can provide them with pointers and clues as to how to proceed.

However, keep an open mind: the Heroes can come up with their own ways of overcoming the Great Danger, and while you should keep them comparably challenging, you should still allow them to pursue their own creative ways.

Act III: The Climax

The third act begins at the lowest point: the challenges around the Heroes seem insurmountable, the Great Danger is at its most powerful. Until now, every danger had a solution; now, it seems that the Great Danger will triumph and that stopping it is beyond the Heroes' power.

ACT III IN A NUTSHELL

Theme: The world is in the balance, and our actions will shape it – and us.

Heroes: Defined by their world-shaping choices. They will need to rebuild what has already been lost, while still fighting the Great Danger. Many lesser dangers are trivial to them now, and the focus shifts from **whether** victory will be achieved to **how and what it will cost**.

Location: The entire world, and especially the mightiest, most influential centers of power. The Heroes are capable of finding these places, reaching them, and acting in them with confidence.

Adventure Challenges: World-ending Challenges. Additionally, Challenges from the Great Danger centered around the Heroes and their Quests, as the Great Danger is trying to stop the Heroes personally by attacking them where they are vulnerable.

Challenge Might: A mix of all three Might levels.

TYPICAL REVELATIONS IN ACT III

The End Is Nigh

- The Great Danger has the power, the access, and the motivation to enact the final steps of their plan and achieve victory. It is making its final preparations.
- The Great Danger has certain attributes that make it invincible. It cannot be directly attacked or even stopped.
- The Great Danger is in position and can launch its final assault, and it will do so imminently.

Hope Is Faint

- Owing to its origin, its physical form, its magic, etc., the Great Danger has a vulnerability that either circumvents some of its defenses or limits some of its power.
- Overcoming a specific Agent will weaken or expose the Great Danger in a specific way.
- There is a unique place, item, ability, or ally that can exploit the Great Danger's weaknesses.

A Sacrifice At Hand

- The path to overcoming the Great Danger demands an equally great price or sacrifice.
- A price that the Hero(es) is unwilling to pay may be traded for another, equally great but more acceptable, if the Hero(es) can manage to arrange it – an extraordinary feat in and of itself.

It Is Time

- The pieces are set, the way is open, and the Heroes are free to approach the Great Danger and make their attempt to stop it.

TYPICAL ADVENTURES IN ACT III

A Last-Ditch Effort

Something important to the Heroes – whether a community under their protection or a magical item needed to overcome the Great Danger – comes under direct attack and is almost lost.

Adventure Premise: A desperate attempt to save what's possible against all odds.

Revelation: The attacks by the enemy are too numerous and powerful; the Heroes are outpowered and cannot win against such a force.

The False Opportunity

A seemingly golden opportunity to strike the Great Danger appears, prompting the Heroes to do so, but the Heroes are unaware of the Great Danger's defenses.

Adventure Premise: A plan and a daring strike by the Heroes against the Great Danger.

Revelation: The enemy has defenses and sources of power that the Heroes did not expect and cannot currently overcome.

The Flight Of Terror

The Heroes are attacked directly by the Great Danger itself, and cannot hope to survive a head-to-head clash.

Adventure Premise: An all-out escape while trying to survive.

Revelation: The Great Danger has it in for the Heroes, and their days are numbered.

A Contention Of Power

One of the Agents attacks, bringing their full might to fulfill the last step of their plan.

Adventure Premise: A mighty clash with all the force both sides can muster – battles, mighty magical feats, high diplomacy, etc.

Revelation: The Agent holds one of the keys or paths to defeating the Great Danger.

The Secret

The Heroes discover where they can learn a critical secret regarding the Great Danger, who is rushing to block their access to that information.

Adventure Premise: A race to secure information before the servants of the Great Danger.

Revelation: Something in the nature or past of Great Danger can be exploited to overcome it.

An Unsettling Choice

The Heroes can reach a tool, ally, or spell that can counteract some of the Great Danger's power – but using it comes at a terrible cost.

Adventure Premise: An expedition to obtain power, fighting through resistance from within and from without.

Revelation: Achieving or using the tool will require the Heroes to give up a part of themselves – or of their world.

In The Eye Of The Storm

Caught in a place they cannot leave – a besieged town, a safehouse, or a magical realm – the Heroes have a moment of peace to reconnect with their origin, recalibrate their inner compass, realize what they must sacrifice, and/or find another way to victory.

Adventure Premise: Facing personal hopes, fears, and demons to arrive at a new understanding.

Revelation: What the Hero(es) is willing to sacrifice to overcome the Great Danger.

ACT III ENDING

The third act ends with the Heroes overcoming the Great Danger, or with the Great Danger achieving its disastrous end goal. Great sacrifices have been made, and the Heroes are no longer who they once were.

Personal Persecution

During Act III, the Great Danger is more active in pursuing the Heroes than in previous acts. The easiest ways to come up with these attacks is to choose an Agent to go after one of the Heroes' Quests or the Fellowship theme Quest. Have the Agent force the Hero to respond to the Quest or risk losing the associated theme.



How to End an Epic Series

Ending an epic series isn't always easy. The ending serves as the culmination of the entire series and should resolve open threads and questions in a satisfying way. Consider the following points before playing through the final adventure of your series.

THE FINAL CONFRONTATION

The climax is where most is on the line – the Heroes' lives, their world, the things they hold dear. Usually, what is most at risk is the same thing they fought for in the beginning: the reason they embarked on this journey in the first place.

The scene of the climax itself can include many Challenges forcing the Heroes to act, including Challenge Profiles representing Agents and other mundane or magical forces trying to stop the Heroes. The Great Danger may use its powers to harm or push back the Heroes, and there could be a Countdown Challenge egging the Heroes toward the final confrontation, such as the ultimate pestilence brewing in a great cauldron, about to boil over onto the world.

However, the final interaction with the Great Danger itself should not be represented by a Challenge Profile. **Dice and numbers will not avail you here.** At this point, the Heroes know what must be done and they know the price.

Their success depends on the journey they have undergone, the choices they made along the way, who they have become, and what they are willing to give up (see also **The Secret Grace**, page 78). Their attempt, whether it is one of the solutions that you planned ahead or one devised by the players, will surely leave a mark on the world. Therefore, in this final interaction, avoid rolls and counting Power and use **Simple Outcomes**, allowing you to focus on ending the story in the most satisfying way. If you still want the ending to be up to the dice, focus it on one roll by having the Hero taking the lead **Make A Sacrifice** (Vol. I, page 159).

SERIES DENOUEMENT

No less important than the climax itself is what happens after it. The denouement is where the greater impact of the Heroes' adventures reveals itself – for better or worse. Play through a series of vignettes or short scenes showing the Heroes wrapping up their unresolved issues in a satisfying way. Consider also including a retrospect of the entire series.

Here is what the series denouement may cover:

- **How did the world change?** Focus on the Heroes' home and the places they spent the most time and effort in during their adventures. How have they been changed as the result of the Great Danger's progress and the Heroes' actions?
- **How did the Heroes change?** The Heroes cannot go back to their former lives. Why? Is it because they have nowhere to return to, or because they themselves have changed too much? What sacrifices did they have to make along the way? What Themes did they leave behind?
- **Which other open issues and questions remain?** The fates of some characters, (especially servants of the Great Danger), places, and items might still be uncertain. Some may stay open, and others will need to be decided during the denouement, by the Heroes or others.
- **What is the Heroes' new home or life?** Finally, the Heroes and other significant characters find their homes – perhaps quite different from before the series began, or perhaps they return to where, who, and what they hold dear. Whether by choice, duty, love, or for any other reason, each Hero finds their place in the world.

Playing A Solo Or Co-Op Mountain Series

You can use the Mountain model to play a solo or co-op game. Before you begin, read the Mountain model to inform yourself of the series structure and actors. Do not yet create the Great Danger, Agents, or “Lowlands” – you will only be creating them as they are revealed in your story.

1. Follow the guidelines in **How To Play Solo Or Co-Op With Oracles** (page 240).
2. Choose your first Adventure Challenge or roll for it in the **Conflict Oracle** (page 245). As you interpret the Adventure Challenge, keep it simple and contained to your Hero's familiar world; your series should start small, close to the ground. This adventure begins Act I.
3. During the adventure:
 - When you come upon a moment of great discovery (usually as a reward for a successful adventure but sometimes in the middle of it), choose a Revelation fitting for your story or roll a d66 on the **Revelations Oracle** (page 255). If you wish to conclude the act, roll three or four dice and pick the highest two numbers.
 - When you discover a representative of an Agent, an Agent, or the Great Danger, use the questions given under **Charting The Mountain** (page 55), combined with the **Conflict Oracle** interpreted as a major or Series Challenge (page 245) and the **Interpretive Question Oracle** (page 243) to create that representative, Agent, or the Great Danger.
4. At the end of each adventure, choose your next adventure. Either create a thread leading to a different adventure within the same act or use a Revelation you've made to point to the next adventure. You can use the **Typical Adventures** section under each act as a source for adventure ideas.

For example, if your Hero discovered a lead about a relic that can help overcome one of the Agents, the next adventure premise may be “Visit the witches of Lostmoon and retrieve the Heart of The Swamp relic.”

5. Continue to play through the adventures in the act until the narrative condition for its ending applies:

- Act I ends when you leave your familiar, ordinary world.
- Act II ends when you've revealed about half of the Great Danger's plans, and the Great Danger begins the active execution of its end goal.
- Act III ends when your Hero makes their last attempt to stop the Great Danger.

When an act ends, move on to the next act, until your story concludes.

MATCHING MIGHT TO ACT

Match the Might of the Challenges you face to the act you're in, as advised under **Breaking The Series Into Adventures** (page 62): mostly Origin with rare Adventure in Act I; mostly Adventure with some Origin and rare Greatness in Act II; and mostly Adventure with some Origin and Greatness in Act III.

When you use the **Profile Builder** (page 250), the Challenge Might is generally matched with yours. However, if you want to increase the difficulty based on the act you're in, when you roll for Challenge Rating use the following guidelines:

- Act I: Roll Challenge Rating as usual.
- Act II: Roll one die at the beginning, two dice in the middle (choose the highest number), and three dice at the end (choose highest).
- Act III: Roll two dice at the beginning (choose highest), three dice in the middle (choose highest), and four dice at the end (choose highest).

DESIGNING A SERIES

The Crossroads

Modern storytelling takes a different approach to fantasy tales. Rather than journeying to overcome a single evil, we find our Heroes at the clashing point of many conflicting forces.

Military powers, new religions, sorcerous cults, and strange phenomena all rise, grow, and gain prominence – or are foiled – just as newer factions emerge. The Heroes are at the center of it all, at the Crossroads, choosing how to weather the storm, who to confront and who to ally with, fighting to survive in a tumultuous fantasy world.

A series played with the Crossroads model does not have a single Series Challenge or a clear end point. Instead, it is built out of multiple Series Challenges called **Fronts**, which evolve and are resolved individually. The Heroes are constantly beset by developments from new and existing Fronts, and must juggle between them.

Such a series does not have adventures, nor Adventure Stakes. It has multiple and changing Series Stakes, arising from its Fronts. Each session's scenes are picked dynamically as the story unfolds, while multiple Fronts compete for the Heroes' time and attention.

You can combine the Crossroads with the Mountain by giving your dynamic series a core Front – an epic backbone – while other, minor Fronts are developing around it.

Using Fronts In Your Series

A Front is a Series Challenge that represents an evolving force in the world: a faction, a phenomenon, or an unfolding event. This Challenge is of a larger scale than can be resolved in a single scene; it is overcome through successfully navigating several and sometimes many scenes, and it continues to evolve between scenes, especially if left unattended. Fronts develop over multiple sessions, often in parallel, and while some are resolved others yet begin.

The Front's **Series Consequence** is the ruin or loss that awaits the Heroes if they fail utterly in stopping its progression. Such Consequences are usually aimed at the Heroes and Fellowship Quests, and are added to the **Series Stakes**.

FRONT PROGRESSION

A Front's progression is tracked with a status. Each Front has a number of steps – the tiers of its status – that lead to the materializing of its Series Consequence. Each tier has its own **Progress Threat**, a warning that the Front is progressing into the next tier, as well as **Progress Consequences** for the implications of the Front achieving that tier. A Front progresses in this way, tier by tier, until it reaches its **Limit**, the tier at which its Series Consequences manifest. It could then set a new goal, often of greater scope, with a new Limit.

Normally, the Heroes cannot spend Power to directly affect this status; they must take broader actions by playing through scenes to prevent a Front from progressing, or even set it back by a tier. Each scene typically sets back or advances the Front's progress by one tier, although exceptions are possible for critical or especially dramatic scenes. Alternatively, you can resolve such actions as a Quick outcome that prevents or sets back one tier; use Might rules (Vol. I, page 178) to account for the scope of the Front.

Whenever you Establish a scene that presents the Front's next Progress Threat, the Heroes have a choice: ignore this Front for now and allow it to progress to the next tier (suffering its Consequences), or attempt to stop it. Play one or more scenes around the Heroes' attempt to prevent the Front from progressing; if they succeed, the Front does not progress to the next tier, for now. If they fail, the Front progresses, delivers the Consequences of the next step, and may even gain an unforeseen advantage.

CHOOSING THE NEXT SCENE WITH FRONTS

In a Crossroad game, these types of scenes are common:

- **A new Front is established** with a scene that has the Front showing up in the Hero's world or making the Threat of its first tier. The Heroes can respond by learning more or attempting to quell this new Front at its inception (if possible).
- **An existing Front progresses** with a scene involving some of the Front's key characters or places moving towards taking the next step. Make the Progress Threat for the Front's next tier. The Heroes can attempt to stop or mitigate this advancement.
- **The Heroes take initiative to foil or set back an existing Front.** When the players decide on a course of action, play a scene revolving around their actions. Success can curtail a Front's progression or set it back, or it could even pave the path to permanently overcoming the Front. Failure may lead to unexpected progression, possibly even of another Front, or any other dramatic outcome.
- **The Heroes take action not related to a Front.** Such as advancing their own goals and Quests, personal or shared, or preparing for future trouble. This could come at the cost of allowing a Front to progress.

Often, the same Front takes center stage as the subject of a series of scenes, with the Heroes' successes and failures in each scene setting up the next scene with the same Front. Other times, several Fronts progress at the same time, and each scene within the same session deals with a Threat from a different Front. In some cases, two fronts provide Threats simultaneously, forcing the Fellowship to make a choice: should they address one of them at the expense of the other, or split up to cover more ground?

Over the course of multiple scenes and often multiple sessions, Fronts progress and are eventually resolved: either the Heroes manage to completely address the Front or the Front's Series Consequences materialize.

Choosing A Scale For Your Series

You can run a Crossroads-style game at any Might level: the local drama and tribulations of a single village (Origin), the story of a rising Thieves' Guild (Adventure), or the machinations of a pantheon of gods (Greatness).

You can also combine multiple Might levels in one series, such as the story of a sorcerer's castle, from its servants and peons (Origin), through people of ability and import (Adventure), and up to the Great Sorcerer himself (Greatness) – each facing the same or different Fronts at their own level.

Losing Doesn't Always Mean The End

To be interesting, Front Threats should always promise a significant loss for the Fellowship or one of the Heroes. However, while it makes sense to have a central Front whose Consequences are series-ending (death or utter ruin), most Front Consequences should not end the Heroes' story. In most cases, Front Consequences should be a major setback which nevertheless still allows the Heroes to regroup and rebuild – changing their assumptions, reshaping them, or costing them dearly, but still allowing them to continue.

OVERCOMING A FRONT

A Front usually does not have a Limit for overcoming (only for its own progress); permanently overcoming a Front, or at least steering it in a direction the Heroes can live with, requires taking a series of steps, which are enacted in a series of scenes.

The Heroes can take action to discover what could stop the Front and devise a plan to do so. Achieving a victory or taking a successful step in the Heroes' plan could entail having one or more scenes with Challenges from the Front that must be overcome normally. Fronts are a Series Challenge and as such require some sacrifice to overcome: in order to acquire the means or the opportunity to take the final step and defeat the Front, the Heroes must pay, sometimes with what is dearest to them.

FRONTS ADAPTING

A Front can change its course during the series. Perhaps an evil sorcerer has discovered the Heroes' plans and devises a countermove, or a faction is responding to a changing political landscape. This could happen as a Consequence to the Heroes' actions, such as a botched attempt to stop the Front, or as an outcome of a victory the Heroes had against the Front, forcing it to change its plans. For example, if the Heroes defeat a rival noble house and make them their bannermen, perhaps that house then breeds internal strife, or forgo their political aspirations to dabble in forbidden magic.

Revise the Front's Progress Threats and Consequences to reflect its new path forward.

CONCLUDING A CROSSROADS GAME

There is no definite ending point for Crossroads game; it ends when it reaches a satisfying point in the story, which may be after a decisive victory against the greatest Front, reaching a longed-for state of relative stability and safety, or even the demise of the Fellowship.

Solo Or Co-Op Fronts

You can generate new Fronts by using the *Conflict Oracle* (page 246) and treating the result as a Series Challenge instead of a Scene Challenge.

Writing A Front

Begin by writing a handful of Fronts to serve as a starting point or create them with the players. Write additional Fronts between sessions when new challenges arise in the Heroes' world, when established factions or characters commit to new long-term goals, or whenever a Front is resolved, making room for more trouble in the Heroes' lives.

To create a Front, write up with the following elements:

- **Series Challenge:** An overview of why and how the Front endangers the Heroes' Quests and agendas and how that manifests: its **goals** (what it wants), **motivations** (why it wants it), and **means** (how it will achieve it).
- **Series Consequence and Limit:** The final Consequence of failure or non-action. As a Series Consequence, it has a greater impact than the Consequence of any of the Front's tiers. Assign it a Limit, from 3, a fast-moving Front, to 6, a slow-evolving Front.
- **Tiers of Progression:** A list of two to five discrete steps that the Front can advance through, starting with the moment it appears in the series (tier 1) and through its final Consequence (the Limit). Each tier has its own Threat and Consequences, and can be the subject of its own scene.
- **People and Places:** A list of important characters involved in this Front, and places related to it. Aim to have each place represented by at least one character.
- **Revelations:** A list of valuable pieces of information for the Heroes' to reveal when interacting with the Front, such as key characters' secrets, hidden agendas, concealed locations, magical mysteries, etc.
- **Challenges:** A list of important Challenges, especially those that deserve a Challenge Profile or a Journey.

The Crossroads Map

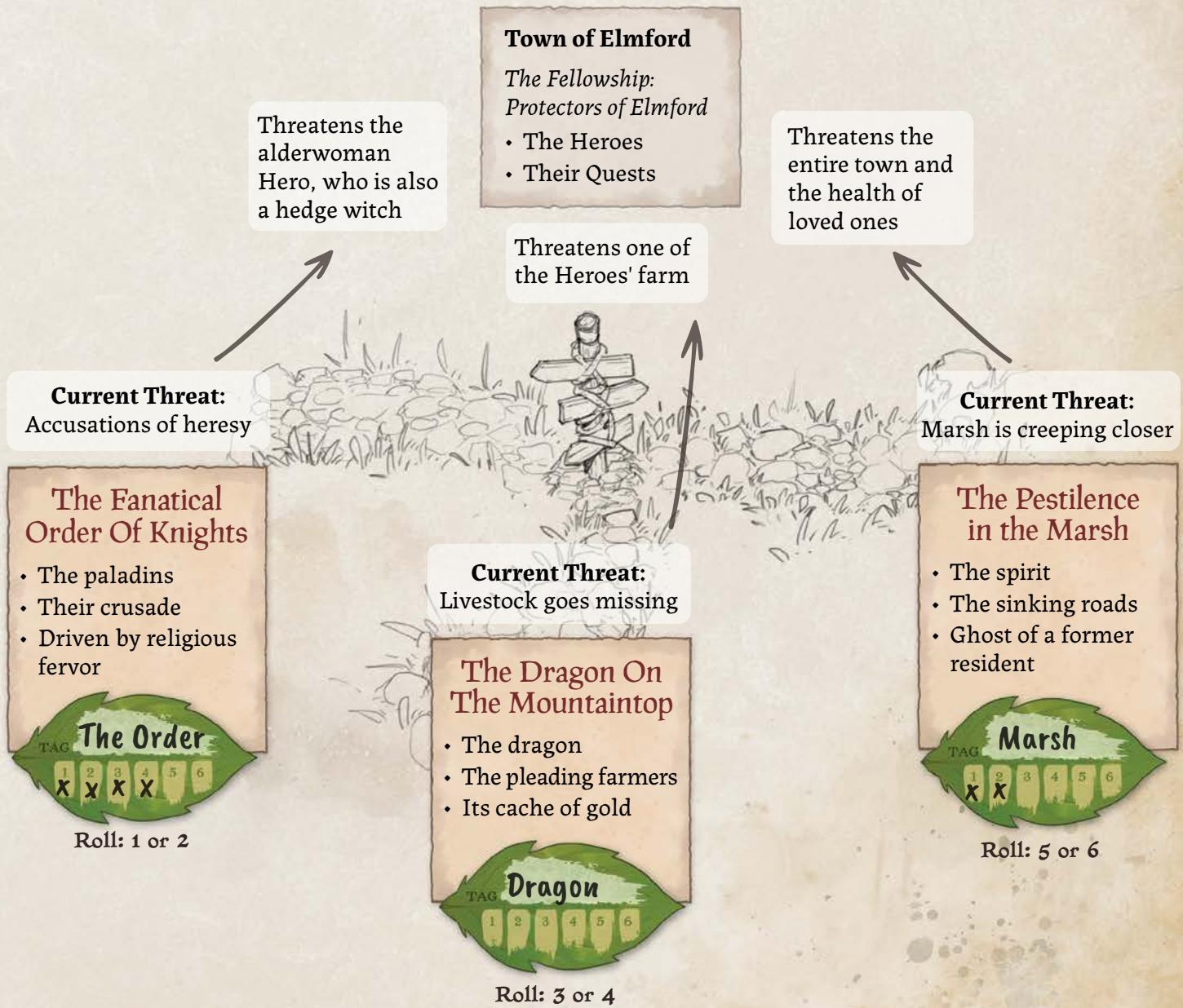
You can record your Fronts on a map as a visual aid.

- Draw a box for the Fellowship at the center.
- Around the edges, draw a box for each Front. Label it with the Front's name and write inside it its goals, motivations, and means, the names of its main characters, locations, and Challenges.
- Connect all the Fronts to the Fellowship at the center with roads (represented by lines). On the road, closer to the Front, write the current or upcoming Threat that the Front is posing to the Heroes. Closer to the Fellowship's box, write down the Hero's or Fellowship's Quest or important asset that is at risk, the Stakes.

During a session, when you are looking for the next scene to Establish, look at the Threats connecting the Fronts to the Fellowship. Which of them is the most imminent? Establish a new scene concerning that Front. You can also assign each of the fronts a number (or a range of numbers) between 1 and 6, and then roll a d6 to choose between them.

Whenever a Front progresses and its Threat changes, update the map with the new developments.

Other information can also be recorded on the map, such as the relationships between Fronts.



Example Fronts

THE TAX RESISTANCE

After a recent tax-hike from the local baron, a charismatic young man gathers the village youth into a gang, and preaches: no more taxes. Their violent ways then escalate into rising unrest in the village and retribution from the baron, targeting among others the Fellowship's business and family.

Progression Tiers:

Tier 1: The ringleader preaches openly in the village square, eyeing the tax collector.

❖ The young rebels beat up the smug yet friendly tax collector, who flees to the baron.

Tier 2: The village youth foolishly celebrate their liberation from the yoke of the baron's taxes. A few of the baron's guards see this.

❖ A new, cruel tax collector sets up in the village square with armed guards.

Tier 3: There are rumors of a mob gathering to protest the taxes.

❖ The young rebels rally in the streets and openly clash with the guards, with injuries on both sides, and possibly some deaths.

Tier 4: The young rebels stop their protest, but instead exchange knowing looks.

❖ The young rebels raid one of the baron's transports, looting weapons and tax coin.

Tier 5 - Limit: The baron sends word to the alderperson - stop this uprising, or else. The tax rebels vehemently refuse to back down and incite an open rebellion.

❖ **Series Consequences:** The youngsters barricade the village. The baron's guard sweeps through town, burning houses and taking the leaders of the movement to the dungeons under the fort.

People and Places: The leader of the resistance and their house, turned headquarters; the combative recruits and the old quarry, where they train; the baron and their fort, imposing on top of a nearby hill; the alderman, helpless in the face of the growing movement, in the town's hall.

Revelations: The baron is under pressure from the king to provide higher payments. Also, the baron's daughter is in love with the leader of the resistance, and reveals to them the baron's plans.

Challenges: The leader; recruits of the resistance; the baron; the baron's guard.

THE PESTILENCE IN THE MARSH

An ancient spirit of disease and putrefaction, formerly confined to the marsh to the west of the village, is now expanding towards the village and threatens to consume it. It is the ghost of a former villager, banished to the marshes when she was ill, who now seeks revenge, her magic fuelled by grudge and wrath.

Progression Tiers:

Tier 1: Rabid animals are attacking travelers in the festering marshes; the roads are becoming dangerous, and incidents draw nearer and nearer to the village.

❖ A westerly wind blows a foul stench from the marshes, causing a few villagers to fall ill. One animal is infected and attacks its owners.

Tier 2: It's been a few days since any peddlers or merchants arrived at the village.

❖ A missing merchant's cart is spotted half-sunken in the marsh, beset by shadowy spectres.

Tier 3: Someone becomes seriously ill, but it's difficult to reach the apothecary, as the roads leading to his hut have become marshy.

❖ A handful of people die of the pestilence.

Tier 4 - Limit: The ground around the village becomes more and more marshy. At night, the howls of the souls of those lost to the pestilence can be heard among the houses.

❖ **Series Consequences:** The villagers awake to discover that the marsh has swallowed the village, houses are sinking into the ground, and animals infected with a strange sickness are prowling about.

People and Places: A dark and malevolent spirit in the marsh, the source of the growing pestilence, and the heart of the mire within which it resides; the ghost of a travelling merchant who disappeared a few days ago; a local trapper who knows all the routes through and around the marsh; and the outskirts of the marsh, where infected animals can be found.

Revelations: The spirit is vengeful for an ancient wrong: it was once a villager, who was driven out of the village after having contracted an infectious disease. More recently, the missing traveling merchant found the spirit and inadvertently mentioned the village, driving it to expand its territory and engulf the village.

Challenges: The dark spirit; infected animals from the marsh; the sickness itself, that can infect the Heroes or villagers; a Journey through the marsh.

A MILITARY MENACE IN THE NORTH

Remote northern settlements report attacks from tribes of inhuman warriors, coming down from the mountains. This new enemy is well-equipped, and increasingly more organized and numerous, and threatens to take the North by storm on its path to claim the throne of the kingdom.

Progression Tiers:

Tier 1: An emissary of the northern settlements appears in the royal court, issuing a threat.

❖ Rumors and panic spread across the kingdom.

Tier 2: An invading army lays siege to the main town in the North.

❖ The town falls, and the enemy plunders it for supplies and razes it to the ground.

Tier 3 – Limit: The northern settlements are uprooted. Refugees swarm the capital with an army at their heels.

❖ **Series Consequences** Civil unrest increases in the capital, disrupting the army's ability to prepare a proper defense.

People and Places: The general of the foreign army; community leaders of the northern settlements; borderlands militias; the high roads and narrow passages where armies might need to pass; the town under siege and its leaders.

Revelations: The army is composed of gray-skinned people adapted to living underground. Their general believes that they are the distant descendants of the old line of kings, and they have a claim to the throne. Without the general, the army will lose its motivation to advance.

Challenges: The general; individuals and groups of the foreign invaders; dangerous wildlife in the remote north; suspicious local militias and leaders; a Journey over the mountain passes.

CONSPIRING RIVAL HOUSE

An old adversarial noble house is conspiring to destroy the Heroes' noble house by spreading rumors throughout the court and planting evidence, framing the House of allying with demons. They seek to supplant the Heroes' house as the queen's favorites.

Progression Tiers:

Tier 1: An influential merchant begins showing dissatisfaction with her dealings with the House.

❖ Bribed by the enemy house, the merchant publicly cuts ties with the Heroes' House.

Tier 2: A member of the House is found inebriated in a site of demonic worship.

❖ Judged by an inquisitor with dubious allegiances, the House member is incarcerated and public opinion sours.

Tier 3: The smell of foul incense comes from the manor's attic.

❖ Summoned by unknown cultists the night before, swarms of winged horrors burst out of the manor house and harrow the surrounding town.

Tier 4 – Limit: A rival house issues a formal accusation of heresy against the House.

❖ **Series Consequence:** The House loses their reputation and a trial by the queen threatens to end in exile.

People and Places: The members of the rival house and their seat, where evidence of the plot can be found; minor nobles suspecting the Heroes and the court, where high intrigue happens; spies and servants serving both sides; the streets, where half-remembered rumors open certain doors and close others.

Revelations: The plot was set by the youngest son of the rival house, and his parents do not know of the deceitful nature of the accusations, believing them to be true. In the capital, actual demon worshippers exist, and can provide information for a price.

Challenges: The rival house's head and the youngest son; demon worshippers; the queen, and the difficult-to-navigate court politics; winged horrors.

The Secret Grace

There is in the world a hidden force, the Secret Grace, that helps all things come to their place. It is a mystery; its work is rarely ever seen. Some call it "fate", others "luck", and some ascribe its power to their deities; but in truth, there is no one in existence, neither man nor god, who truly knows what the Secret Grace is. It comes from someplace far away, or entirely unseen, beyond the edges of the world's story, and touches even the smallest blade of grass...

In your series, the Secret Grace is a way to represent a common and ancient law of legends: that the world itself seems to conspire to help the Heroes – if their heart is true. In moments of great crisis or despair, remarkable coincidences suddenly support the Hero(es) and unexpected help is extended.

This help is never random or meaningless. If it were, it would feel unearned, like an invasive storyteller forcing things to come together. Instead, the Secret Grace is rooted in the Hero's past choices, kindness, innocence, courage in face of their own fears, and other universal virtues.

Keeping Track Of Little Graces

To use the Secret Grace, make a record of the Heroes' moments of grace throughout the series.

These are moments when they go out of their way or against their own habitual nature (and perhaps Quests) to extend help to someone else, to make the world a better place, or just to be *good*, to do right, to follow their inner compass, to *listen* to the world, or simply to *be*. Rather than getting into a logical discussion of ethics, follow your own intuition of what is wholesome, kind, and true.

Only truly special moments count here. For a heroic knight who regularly performs "selfless acts" for glory, helping someone may not be a moment of grace – but laying down their arms when they *could* win glory might be. This is not a mechanic that the players should be able to exploit. You'll know these moments when you see them.

For each Hero, use a Secret Grace status. Mark one tier whenever such a moment of grace happens, and note the details of the moment below.

Do not tell the players anything about the Secret Grace: not when you mark a moment of grace nor when the Secret Grace acts to aid them. Never say its name, and if the Heroes take actions to inquire about the reason for their good luck, give them a mysterious answer that amounts to nothing more than a warm feeling.

Going forward, the Secret Grace may come to the aid of the Hero in one of the following ways:

MAKING A SACRIFICE

The Secret Grace can come into play when a Hero **Makes a Sacrifice** (Vol. I, page 159). Tell the Hero to add the tier of their Secret Grace status to their roll (only say the number, not where it comes from). After the roll, reset the status.

UNEXPECTED HELP

The Secret Grace can send the Hero unexpected help in the form of fortuitous story developments or useful tags and statuses. This can represent lucky coincidences, wandering do-gooders, auspicious meetings with remarkable individuals who can shape the Hero's future, or a sudden revelation of hidden inner strength when all seems lost.

Consider tying this help with your notes on the Hero's moments of grace. Perhaps someone they helped a long time ago unexpectedly shows up in their time of need, or maybe it's just the memory of that moment which breathes joy into the Hero's heart in their darkest hour.

THE FINAL MOMENT

If you're playing an epic series a la **The Mountain** (page 54), the Secret Grace may show up at the very end, when the Heroes make their final stand against the Great Danger. Though they have prepared for this, their quest stands upon the edge of a knife; the Great Danger is all-powerful, all-consuming, too great to face. It is in that moment that the Secret Grace appears to lift up the Heroes and bridge the gap, allowing them to miraculously prevail. In that fateful moment, a flashback through the Fellowship's moments of grace is sure to touch some hearts.





t's not working," whispered the young shepherd nervously, staring at the lichen-covered standing stone. His gaze followed the strange, weatherworn lines etched into its face, down to the small altar at its base, and the offerings upon it: bunches of dry sage, knitted effigies, and many candles which, flickering as they were, seemed like the only steady light in the gathering darkness. And in the midst of all these, a baby in swaddles, cooing in the cold night air.

"It must work," the midwife retorted curtly as she was fussing over the altar, lighting this and shaking that, leaving a trail of sweet smoke through the chill of the night, "that *thing* that is after us won't stop until it has the child. I've seen it before."

She paused, shuddering momentarily, and then, without looking over her shoulder at the grizzled sellsword that was standing watch with blade drawn, she added, "Swords won't do here. Not unless we force it to take form in this world. Well— not *we*." and she clasped her hands in prayer and lowered her head. "I beseech you, Thrice-Named One."

"Something's coming," the sellsword growled. A squelching sound followed, and the sellsword was on her knees, spitting blood.

"Hurry!", called the shepherd. The midwife drew in a sharp breath and let it out slowly, steam curling around her, just as a cloud of deeper darkness gathered over her head.

"Blessed mother, damsel, crone, let us not here stand alone,
Save this child of Dalish kin, from the bane of Gwyrdolin,
Let us face our doom athwart, sword to sword, heart to heart,
Mark the bounds, stay the fright, call this wight unto the light."

A sudden gust of wind and then silence took over the glade, momentarily disturbed by a faraway scream. A figure of shadow could scarcely be seen in the light, but there it was, an arm's reach from the stone.

"Now, that—" grunted the sellsword as she rose to her feet with a painful groan, tightening her grip on her sword, "that's something I can kill."



The Magic Cauldron



dding special magical rules to your Way of Magic can color magical interactions at your table with their own unique sparkle.

Imagine a Way of Magic where players must rhyme to cast a spell, or one where spells are immensely powerful but can only be used once. Perhaps there is an ancient Law of Creation that only allows summoners to conjure their own spirit animals, or perhaps magic drains the land of its life force, making magical battles into a destructive race for mana that defiles the battlefield forever.

This section offer optional rules for creating richer Ways of Magic for your game, as well as some recipes and examples you can use to get started.

CONCERNING MAGIC

Magic is elfin dames whirling in a moonlit glade and weaving a secret spell; it's a curse uttered by a village grouch so embittered, that their words become true; it's a sash knitted by a loving grandfather, endowed with blessings and protection; and it's the gnawing, devouring darkness that ignites ghostly flames in the hollow eye sockets of the dead.

Magic in *Legend in the Mist* is first and foremost a *feeling*. It is potential and sacrifice, hope and pain, fantastical powers and an enchanting sense of mystery.

When the Heroes encounter magic, it reveals a hitherto unseen aspect of the world they live in – and suddenly, all that they thought they knew must now be cast in doubt, and burning questions arise: What is this magic? Where does it come from? To whom is it available, and why? What can it do, and how, and at what cost?

Magic with no questions, magic that is completely known and understood, becomes mundane; but magic that remains a journey of discovery can be an evergreen source of wonder for your game.

Yet in order for magic to be discovered, it needs to be made substantial and to have a strongly-felt impact on the story. This impact is represented in a system of magical laws, in secret incantations that are hard-earned, in a terrible price that must be paid, and in surprising side-effects that nevertheless make sense in hindsight.

Ways of Magic

The **Fundamentals of Magic** (Vol. I, page 198) allow you to imagine and resolve any magical action, but you can achieve more consistent and intriguing results by having a **Way of Magic**. A Way of Magic is the framework through which fantastical powers and abilities come to life during gameplay, providing a distinct way to interact with the extraordinary. Well-developed Ways of Magic have the power to transform your setting into something more alive, engaging, and rich.

You will find eight fully-cooked and ready-to-play **Ways of Magic** under The Secret of Magic (Vol. I, page 206), which you can drop into your game as-is or alter to suit your needs.

This section walks you through using Ways of Magic as the Narrator and brewing your own, allowing you to create deeper and more complex magic systems for your game.

🔥 Ways of Magic are Optional

The rules presented here are best used after gaining some familiarity with the basic rules.

Ways Are Not Just For Magic

The tools in this section can be used with any special set of abilities that deserve deeper game interactions in your series.

Magic is the quintessential choice for this, but you can use the following suggestions also for other remarkable yet not necessarily magical abilities, such as a unique form of martial arts or a complex system of trade that allows merchants to fund armies and feed entire regions.

Overarching Magical Rules —

Instead of individual Ways of Magic, each defined by its own Magic theme, you can create Ways of Magic that are defined by an overarching collection of rules. Such shared rules apply to all magical actions and Consequences of a specific tradition, style, or source of magic. All practitioners of the Way and all magical manifestations emanating from a Way are bound by these same rules.

Like in a theme, these rules are reflected through game elements: special tags that are used often, such as *wand*, or common statuses like *mage-vertigo* or *cursed*; special Consequences of using this kind of magic; and so on.

However, these overarching rules exist outside of themes, as extra rules that connect and apply to everyone who uses this Way. They cover:

- The limitations, requirements, and side effects of using this Way of Magic
- The inherent advantages of this Way of Magic and what could make it more or less powerful
- Interesting ways in which this Way of Magic can be used

Using Ways of Magic In Your Game —

Ways of Magic come into play even before the game begins.

As the Narrator, decide if the laws of a Way of Magic are known to the Heroes and what aspects of it they understand. Heroes (and players) may know the particulars of a Way of Magic, or they may be in the dark about it. Perhaps practitioners (Heroes or otherwise) of a Way of Magic know its secrets, and others around them do not, or perhaps practitioners themselves know very little about the rules of magic and only discover through trial and error, which could be surprising and even catastrophic.

Offer the players the possibility of creating a Hero that wields an available Way of Magic, perhaps by using theme kits to help players craft appropriate themes. Share the details about a Way of Magic with those who are in the know, but only what they are aware of.

During the game, simply apply the rules of the Way of Magic whenever a Hero takes a magical action or reaction, and to Challenges that use the same Way of Magic.

One Way, Many Ways

The number of Ways of Magic in a setting can vary: one world can have a single Way of Magic, such as sorcery, although its applications and variations could be many, whereas another world could have several different Ways for sorcery, witchcraft, shapeshifting, runic magic, and so on.

Is This Needed?

The Fundamentals of Magic (Vol. I, page 198) might be all that you need. By using certain power tags, weakness tags, and with the Narrator using certain typical Consequences, every magical theme can contain its own logic and rules, its own Way of Magic - and that might be enough.

Before you begin brewing, consider whether magical themes and tags already support your story's magical needs, and if it'll be helpful to create laws of magic that exist outside of a theme.



BREWING YOUR OWN MAGICAL WAYS

Begin With A Concept —

As the first step when creating a Way of Magic, take some time to consider the following questions and envision its details. This concept phase will give your Way of Magic depth and substance, and speed up the next steps.

Origin

- ? What, who, or where is the source or origin of this Way of Magic?
- ? What makes this magic possible, and different from other magic?
- ? Is there a past, ongoing, or future event that allows this magic or empowers it?
- ? Who, if anyone, knows about or understands the true source of Magic?

Practitioners or Bearers

- ? Who can use this Way of Magic? What do they believe about it, and is it true?
- ? How is it acquired? Is it hereditary, learned, contracted, bestowed by someone else?
- ? What is involved in obtaining this magic? Is it difficult or dangerous? Is it lengthy or expensive? Is access to this magic limited, and if so, by what?
- ? How are those who possess this magic changed by it? What is their place in society? What is expected or demanded of them?

Prevalence

- ? How exclusive or rare is this Way of Magic?
- ? What do lay people know, think, and feel about it? Is it respected, feared, ridiculed, or ignored?
- ? What legends and rumors are there about this magic? Are they true, false, or misleading?
- ? What creatures, landmarks, places, or events are affected by this magic?

Power

- ? What can this Way of Magic do, and what can't it do?
- ? What types of effects does this Way of Magic excel at and what is it weak at?
- ? What is the initial level of power available to a practitioner or bearer?
- ? What separates a novice from a master in this Way of Magic, if such a distinction even exists? What is needed to grow one's power or versatility?

- ? What is considered the epitome of this magic, and is it available, rare, or beyond reach?
- ? How is magical power or knowledge obtained, stored, or transferred?

Price and Restrictions

- ? What or who, if anything or anyone, prevents this magic from changing society or tearing the world apart?
- ? What price must practitioners or bearers of this magic pay for using it, or for simply having it?
- ? What restrictions, requirements, or taboos limit the use of this magic, and why?

Pick Out Ingredients

All shared Ways of Magic build upon the **Fundamentals of Magic** (Vol. I, page 198), the regular use of the game rules, by adding special rules that apply to all magic actions and reactions of the Way.

Base Ingredients (page 86) are a Way's essential building blocks. They are rules that apply to one of the game elements – tags, statuses, Consequences, etc. For example, all magic actions could inflict the status *fatigued* on the practitioner as a Consequence.

Compound ingredients (page 89) combine several base ingredients to emulate common tropes about magic, such as **Magic Carries a Price** or **Magic Is Spent When Used**. You may find it easier to build your Way out of compound ingredients, but you may also find you want to tweak them to your liking.

You can combine as many or as few ingredients as you wish in your Way of Magic. However, the more rules you add, the more bookkeeping will usually be required in play, which can take away from the immersiveness of using magic.

As a starting point for your exploration, check out the **Ideas For More Ways Of Magic** (page 94), which make some suggestions about how to approach common types of magic seen in fiction, but still require some work to become fully-baked Ways of Magic.

Optional: Write Up Specific Actions

You can use **Notes** (page 98) to explain magic actions that are especially complex or structured, or that are unique to your Way of Magic.



BASE INGREDIENTS

Base ingredients are game elements that are used as a general rule, applying to all or most magic actions of a specific Way of Magic.

They include:

- **Narrative principles** that define a magical law of the Way, such as “magic is an inherent trait”.
- **Tags** that feature in most or all magic actions of the Way, such as *stronger at night*.
- **Statuses and Limits** that are used to track certain aspects of the Way, such as *mana*.
- **Consequences** of using the Way, such as “magic exhausts the caster”.
- **Special rules**, such as “magic actions can only be taken when camping”.

Narrative Principles

Narrative principles define a Way of Magic by simply saying what is true about this magic. For example, “magic words must be heard by the target in order to affect it”. Such principles outline who may use this Way of Magic, when, where, and how. They provide context to magical actions and therefore help the Narrator rule if a tag or status is relevant (helpful or hindering) and what magical actions can or cannot be done.

Many of the answers to the questions in the concept phase (page 84) become the narrative principles of your Way of Magic.

Some narrative principles can be turned into game elements; it is your choice as the creator of a Way of Magic whether to do so. Keeping some principles narrative-only helps reduce bookkeeping, but making a principle into tags and statuses makes it impactful.

Tags

Typical tags are tags that often come into play when using a given Way of Magic, such as common resources (memorized spells, potions) or common Consequences (curse effects, transformations).

A Way of Magic can have a **closed list of typical tags** out of which magical abilities can be chosen, such as all spells in your spellbook, all recipes you’ve learned, or all possible martial arts techniques.

Required tags are tags that the Hero must possess in order to use a magic action. For example, a potioncraft Way of Magic may require ingredients (*mugwort, king’s foil, gryphon blood*), while a Hermetic Way of Magic may require specific spell tags to cast spells (*Falcrost’s Revealing Razor, Bolt of Lightning*).

EXAMPLES OF NARRATIVE PRINCIPLES

Chaos magic can only be used in chaos-suffused locations.

(Prevents chaos magic actions from being performed elsewhere)

Wizardry is an intricate art learned over many decades. There are no young wizards.

(Limits what kinds of characters can have tags and abilities from this Way of Magic, and gives guidelines as to how a Hero can gain new ones – through prolonged study)

Potioncraft takes time, care, and delicate instruments. It cannot be done in the heat of battle.

(Prevents potioncraft magic actions from being performed in battle)

All Sidhe are magical beings by nature, each with their own unique gift.

(Sets an expectation that Sidhe characters have some magical tags, which can’t repeat)

Sorcery requires a specially-crafted wand. Without a wand, sorcery is impossible, or impractical.

(Blocks characters from using sorcery without a wand. A wand is not necessarily a tag.)

Inherent tags are story tags that describe the Way of Magic and automatically apply to all magic actions taken with that Way of Magic. They cannot be removed without changing the nature of magic itself (perhaps through a **Moment of Fulfillment**, Vol. I, page 193). Heroes should not take these as power or weakness tags, but they may take tags to offset them.

Positive inherent tags present an opportunity for Heroes to gain more Power for their actions in certain conditions. Magic Ways that are inherently better when *rhyming spells* gain +1 Power when a spell rhymes; lycanthropy can be *stronger by moonlight*.

Negative inherent tags are a requirement for Heroes which, if not fulfilled, will cost them Power, such as *requires time*, *requires hand gestures*, *requires incantations*, or *requires ingredients*. Or, they can be specific conditions which weaken all magic of this Way, such as *weaker by daylight*.

Statuses & Limits

Typical statuses often come in to play when using a given Way of Magic, whether as preparation for a magic action (*gathering-qi* in a martial arts Way), as products of a magic action (*hexed* in a witchcraft Way), given to magical entities (*banished* for summoned creatures), or as Consequences (pyromancer's *uncontrolled-blaze* or a demon summoner's *tenuous-control*).

Required statuses must be possessed by a Hero in order to use a magic action. For example, a sorcery Way of Magic may require *mana* to cast spells; if the Hero has no *mana* status, they are without magic. These statuses may affect the magic action, but usually they only measure an important amount such as *mana*, *above*, or *progress* toward completion of a ritual.

Inherent statuses are tracked for all magic users of a Way of Magic. A Way of divine power may have a *divine-favor* or *divine-disapproval* polar status that is always at play, although it may be at times have a tier of 0, and therefore have no impact.

Typical or inherent Limits are Limits that often come into play or are always tracked, respectively. When such a Limit is maxed, it triggers an event (e.g. the ritual is complete) or the magic user is overcome by it. For example, an elemental Way of Magic could track the level of a given element in an elementalist's body, with *enflame* (Fire), *calcify* (Earth), *liquify* (Water), etc. Once the Limit is maxed, the elementalist momentarily becomes a being of pure element, for better or for worse; if it is exceeded, the transformation is permanent.



EXAMPLES OF CONSEQUENCES

- Weaving the loom of creation is a taxing endeavor for mortals.
 - **The Weaver is exhausted with a tier equal to the Power used.**
- Invoking the power of a fae lord may cause them to show up.
 - **The invoker draws the fae-lord's-attention-1 (fae-lord-arrives 6).**
- A champion of Syrax who refuses an honorable fight is stripped of the god's might.
 - **The champion burns all tags of Syrax's Might.**



Consequences

Typical Consequences are related to the Way of Magic and the Narrator may choose to dispense them when a magic action generates Consequences (for any reason). They can be considered to be the result of a permanent Threat that is part of the magical Way (*If you play with fire magic, you'll get burned*), and therefore can possibly be avoided with an extra feat.

Inherent Consequences always apply after every magic action, regardless of how it is resolved. They cannot be avoided normally.

Both types of Consequences may be lessened if the Narrator allows it. This could lead Heroes to pick tags that would allow them to better lessen the price of their Way of Magic, such as *resistance to corruption*.

Special Rules

Special rules control, expand, or manipulate how a Way of Magic is used in play beyond the normal rules, such as by changing the order of the game loop (page 20), forcing or opening up new gameplay options, limiting what Power can be spent on, and so on.

EXAMPLES OF SPECIAL RULES

- When a pyromancer is angered for any reason, they gain *enflamed-2*.
- Pyromancy is as fast as a flying spark. Pyromancers always get to keep the spotlight after a prep action, never needing an extra feat.
- The magic of the goddess cannot be used to harm. You may not spend Power to give harmful statuses.
- Berserkers have no fear for themselves and laugh in the face of fate. When they use their magic and roll 10 or more, they always Push Their Luck (gain 1 Power and take Consequences).
- The rituals of the Brazen Chalice demand the drawing of blood. Every magic action begins by the ritualist taking *bleeding-2* before Power is counted.
- When necromancy is used to heal the living, its spending Power is halved.

COMPOUND INGREDIENTS

Compound ingredients are combinations of base ingredients (principles, tags, statuses, etc.) that have been put together to help you represent common magical laws or tropes in your game.

Magic Can Be Empowered —

(Inherent positive tag)

A Way of Magic may have specific conditions which empower it when fulfilled. This could be a special environment which feeds this Way of Magic (*places of power*), situations that resonate with it (*bathed in blood*), or something the Hero can do to improve their magic (*make a show of it*). The Hero's magic actions gain additional Power when these conditions are met. These tags are associated with the Way and cannot be burnt for Power by the Hero.

Magic Can Be Weakened —

(Inherent negative tag)

A Way of Magic may have specific conditions which weaken it when fulfilled, such as magic performed under a full moon, inside a structure, against a hated foe, when in hiding, etc. Use inherent negative tags (page 87), such as *weaker by daylight*, *weaker if not on land*, or *weaker against saints and angels*. The Hero's magic actions lose Power when these conditions are met. If these conditions put constraints on the practitioner's behavior and actions, such as magic that is weaker when used to aid the unholy or for personal gain, see Magic Imposes Constraints.

Magic Carries a Price —

(Inherent Consequence)

Every time the Way of Magic is used, it exacts an **inherent Consequence** upon the practitioner, or someone else (Narrator's choice). With the Narrator's permission, a Hero may attempt to lessen the Effects of the Consequence, as normal.

- Give a negative status: *fatigued*, *bleeding*, *weakened*, *bad-luck*, *demonic-attention*
- Give a negative story tag: debt to a supernatural patron (*spirit bond*), bodily deformities (*gnarled fingers*), specific maladies (*curse of stench*), personality quirks (*rat-like behavior*)

- Scratch a tag: loss of magical abilities, personal items, physical traits, or relationship tags
- A secret is revealed (**Exposure**)

Variants:

- **Avoidable Price:** The Consequence is typical instead of inherent, so an extra feat may be used to prevent it.
- **Draining:** The status given hinders subsequent magic actions, such as *drained*.
- **Environmental Price:** The status is placed on the environment, affecting all magic users in the scene.
- **Equal Price And Benefit:** The tier of the status given is equal to the Power of the magical action.
- **Pay With What Is Dearest To You:** The Consequence is marking Abandon in this or another theme.
- **Symbolic Price:** The Consequence is inherent but changes based on the magic performed.

Magic Draws From The Environment —

A Way of Magic that draws power from the practitioner's environment can be represented with the environmental variants of **Magic Carries a Price** (page 89) or **Magic Is In Short Supply** (page 91). If the environment has an endless supply of magical power and the focus is on the action of drawing power, see **Magic Requires Gathering Power** (page 91).

For magic that is simply stronger or weaker in certain environmental conditions, use inherent tags such as *stronger in water* or *weaker on consecrated ground*.

Magic Imposes Constraints

Practicing a Way of Magic can impose restrictions on non-magic actions, or make them more difficult. Magic actions may also be affected if a practitioner's magic is lessened or lost after breaking a restriction. For example, a priest of a healing deity may swear never to shed blood, or, after casting a spell, a warlock glows softly, making it impossible for them to hide or disguise their identity.

Variants:

- **Inhibiting Limitation:** Using magic or breaking its restrictions does not prevent an action from happening, but instead reduces its Power. Use typical and inherent negative tags (page 87), such as *oath of chastity*, *twisted legs*, or *loud and flashy*.
- **Long-term Commitment:** For Heroes, use Quests to describe a ritual that must be taken regularly to sustain magical abilities or an oath or law that must not be broken.
- **Unbreakable Law:** Magic actions simply cannot be taken if they would break the restrictions. Non-magic actions can be taken, but the Hero then loses access to their magic, until they atone, refocus, or whatever is appropriate for the Way. This is a narrative principle (page 86).

Magic Is Collected

(Special rule)

The magic actions available to a practitioner of the Way are limited to a finite list of specific ability tags, such as their known spells, collected recipes, or practiced shapeshifting forms. The list is recorded separately from the magic theme and represents what is available to the practitioner, not the tags they have in any given moment.

A practitioner of this Way cannot initiate magic actions that are not represented by a tag on the list. Expanding this list requires time and effort – inventing, discovering, learning, stealing, or collecting new abilities, spells, or recipes.

Variants:

- **Any Known Ability:** A practitioner may attempt any action from the list and use their general and category power tags to empower it, even if they don't possess the specific ability tag. Possessing the specific ability tag provides added Power.
- **Only Prepared Abilities:** Combine with **Magic Requires Preparation** (page 92). A practitioner must not only know an ability but also possess the specific tag for the particular ability they are using, either as a power tag or as a backpack story tag they have prepared, practiced, or otherwise gained.

Magic Is Fickle

(Inherent status, special rules)

Every practitioner of the Way of Magic has a polar *[favor]* status (**Polar Statuses**, Vol. I, page 170) that tracks the attitude of their magic's source towards them, such as *divine-favor* and *divine-disapproval*. This status affects all magic actions positively in one pole and negatively when in the other pole.

The tier of *[favor]* can be updated by the Narrator at any time (not necessarily as Consequences) based on the story and the unfolding relationship of the practitioner with the source of magic, such as actions the practitioner takes to anger or appease the source. The *[favor]* status may expire under certain conditions, such as the passage of time.

Alternatively, at the Narrator's option, this can be handled using game rules:

- Reducing *[favor]* is a typical Consequence to any action that would be undesired by the source.
- The Hero may use an extra feat to avoid losing *[favor]* or a reaction to lessen the loss of *[favor]* (perhaps with a tag such as *groveling*).
- The Hero may take action to increase *[favor]*, such as by praying or presenting offerings. The source of the magic usually has a higher Might, which can make this action somewhat difficult.

Variants:

- **Willful Magic:** As a typical Consequence, the source of this magic can activate the practitioner's magic on its own. A Hero may be able to resist this with an extra feat or by lessening the Consequence.

Magic Is In Short Supply

(Required status, inherent Consequence)

Every practitioner's remaining magical capacity is tracked with a [resource] status, such as *mana*, *focus*, *ingredients*. When a practitioner's [resource] is at tier 0 (non-existent), the practitioner cannot attempt any magic actions in this Way. The [resource] status does not help magic actions, only enables them.

As an inherent Consequence of using this magic, the Narrator removes 1 tier from [resource]. With the Narrator's permission, a Hero may attempt to lessen this expenditure, as normal.

[Resource] replenishes narratively at agreed points, based on the principles of this Way – after a good night's sleep, when camping, at sunrise – or when the Hero takes certain actions such as performing prayer, gathering materials, eating a live heart, etc.

For a resource that is represented by story tags, see **Magic Is Spent When Used** (page 93).

Variants:

- **Environmental Supply:** The resource is not personal, but shared by all magic users in the area, or all users who share a certain link.
- **Fluctuating Supply:** Combine with **Magic Is Fickle** (page 90). The [resource] status is polar, with its other end being *[lacking-resource]*. Magic can be performed regardless of the resource, but all magic actions are helped by [resource] and hindered by *[lacking-resource]*. When [resource] replenishes automatically, it resets to 0.
- **Laborious Replenishment:** [Resource] does not replenish on its own – practitioners must actively restore it through actions.
- **Power Cap:** Heroes cannot take magical actions whose Power exceeds the tier of their [resource].
- **Severe Sapping:** As an inherent Consequence, [resource] is reduced by a number of tiers equal to the Power of the magic action (a minimum reduction of 1).

Sword & Sorcery

The need to gather magical power before a spell is a classic downside of magic in the Sword & Sorcery genre: magic can do a great many impossible things, but it takes a substantial amount of time to prepare, during which a warrior with a sword can do a lot of damage!

Magic Is Mysterious

A Way of Magic can be made more mysterious in your game first and foremost by limiting what the Heroes and players know about it, see **Using Ways of Magic In Your Game** (page 83).

If a practitioner of a Way of Magic is entirely oblivious to what is possible with their magic, you can use **Magic Is Collected** (page 90) to limit what they can do intentionally to a closed list of abilities, which develop as the story unfolds.

Magic Requires Extra Effort

A Way of Magic may require certain actions to be performed or conditions to be met when taking magic actions, such as gestures, incantations, concentration, time, etc.

Variants:

- **Costly If Not Met:** Failing to meet the requirements does not prevent magic from happening, but instead reduces the Power of a magic action. Use inherent negative tags (page 87), such as *requires time*, *requires hand gestures*, *requires incantations*, *requires concentration*, or *requires ingredients*.
- **Strict Requirement:** Magic actions simply cannot succeed without meeting the requirements. Use a narrative principle (page 86) or a required tag, such as *magic wand* (page 86).

Magic Requires Gathering Power

A Way of Magic in which every magic action requires preparation in the form of the accumulation of power can be represented by **Magic Is In Short Supply** (page 91) with the **Laborious Replenishment** and **Power Cap** variants. Before each magic action, the Hero must take a magic prep action to build up their [resource] status to a tier equal to the Power of the desired magic action. As a Consequence to each action, the gathered power is diminished (or completely depleted, with the **Severe Sapping** variant).

Alternatively, gathering power can be represented through the **Ritual Journey** (page 198). For every step successfully traversed, the Hero gains 1 Power to spend on Effects.

Magic Requires Preparation

With this ingredient, magic actions cannot be performed without a corresponding specific magic tag. Therefore, the Hero must either have this tag, or take a prep action to create such a tag.

This could represent summoning a being (magic prep action) and then commanding it in battle (magic action), concocting a potion (magic prep action) and later letting an ally consume it (magic action), or finding the right spell out of a grimoire (magic prep action) and then casting it (magic action).

Variants:

- **Advance Preparation:** Practitioners must prepare their abilities in advance, while camping or sojourning, and store the results as backpack story tags. During a scene, they can only use abilities that have been prepared beforehand in this way.
- **Limited Repertoire:** Combine with **Magic Is Collected** (page 90). Practitioners can only prepare story tags out of a finite list of their known or accessible abilities.

Magic Requires a Ritual —

Ways of Magic that rely on elaborate rituals can be represented as follows:

- **Ritual As Flavor:** A ritual isn't inherently different from other magic abilities and spells. The ritual is just narrative flavor and magic takes a single action to perform.
- **Ritual As Extra Effort (page 91):** A ritual is a collection of requirements which must be carried out to complete the magic action (**Strict Requirement** variant) or which would weaken the action if not carried out (**Costly If Not Met** variant, making it possible to cast rituals fast, at the cost of Power).
- **Ritual As Gathering Power (page 91):** Before a ritual magic can be cast, a Hero must take a prep action to build up a necessary status.
- **Ritual As A Journey (page 91):** Each step is a description of a separate action, such as gathering or refining materials, using implements, casting minor spells and enchantments, preparing a workspace, chanting or reading sacred texts, and

other such activities. Each such step is a Simple or a Quick outcome. When the ritual is complete, the Hero gains 1 Power to spend on Effects for every step successfully traversed.

Magic Requires a Transformation —

(Narrative principle)

Practitioners of such a Way of Magic must transform into an alternate physical or spiritual form in order to be able to take magic actions.

Transforming is a Simple action. It can carry narrative Consequences, such as drawing negative attention or making certain physical actions impossible. It may also carry mechanical limitations, such as certain power and story tags becoming unusable while in the alternate form.

The Narrator may rule that in certain circumstances the transformation isn't certain, requiring a roll – either a Quick outcome or a Detailed outcome (giving oneself *transformed* statuses to max out a *transform* Limit).

Variants:

- **Unwanted Shift:** As a Threat, unwanted transformation can begin to occur, requiring the Hero to take an action if they wish to avoid it. If not thwarted, this Threat materializes into the Consequence of transforming (or a *transformed* status building on *transform*).



Magic Requires Tools, Items, or Ingredients

Many Ways of Magic involve using objects and materials in the process of a magic action.

Variants:

- **Costly If Not Met:** Failing to have the needed items reduces the Power of a magic action. Use inherent negative tags (page 87), such as *requires a forge*, *requires a crystal ball*, or *requires ingredients*.
- **General Supply:** To track a supply of materials or ingredients generally, without tracking each individual item, use **Magic Is In Short Supply** (page 91) with a status such as *materials*.
- **Itemized Supply:** To track individual items, materials, or ingredients that are consumed with each spell, use **Magic Is Spent When Used** (page 93) with story tags such as *eye of newt*, *sulfur*, or *maiden's hair*.
- **Strict Requirement:** Magic actions cannot be attempted without the necessary items. Use **Magic Imposes Constraints** (page 90) or a required tag, such as *magic wand* (page 86).
- **The Ingredients Are The Magic:** To represent a Way of Magic where combining individual ingredients produces a unique effect, use **Magic Is Synergetic** (page 93).

Magic Is Spent When Used

(Special rule)

In this Way of Magic, magic is consumed whenever it is used. In every magic action or reaction, one positive tag (story or power) must be burnt for Power.

Variants:

- **High Cost, High Reward:** Burning a tag for Power provides 4 Power, instead of 3.
- **Low Magic:** Tags are single-used (scratched when invoked, and cannot be burned for Power).
- **Spent Ingredient:** Only relevant ingredient tags may be burnt for Power to enable a magic action.
- **Vanishing Abilities:** Only relevant specific ability tags (a spell, a technique) may be burnt for Power to enable a magic action.

Magic Is Synergetic

(Special rule)

This ingredient changes how tags are used in magic actions. Instead of specific abilities, these tags represent components, concepts, or principles of magic that can then be combined by the practitioner to create magical effects. Component tags can be put in quotes; for example, a Way of Magic that divides the world into domains and forces could have the tags *"fire"*, *"weapon"*, *"destroy"*, and *"engulf"*.

Every magic action is defined and given Power by the combination of the tags invoked for it, as normal. In the above example, a Hero who wants to engulf their sword with fire could invoke *"fire"*, *"weapon"*, and *"engulf"*. If they wanted to melt an opponent's weapon, they could invoke *"fire"*, *"weapon"*, and *"destroy"*. But to engulf an ally with protective flames, they could only invoke two components, *"fire"* and *"engulf"*. Therefore, the more a magic action specifically matches the components available to a practitioner, the more tags can be invoked and the more Power it will have.

Variants:

- **Limited Repertoire:** Combine with **Magic Is Collected** (page 90). Practitioners have access to a finite list of their known components.
- **Mandatory Synergy:** Magic users must use at least two component tags in each magic action.

Why are most of the ingredients "bad"?

These ingredients provide possible rules of magic, and rules of magic are often restrictions. If crafting magical potions and summoning spirits were easy, everyone would be doing it!

For some players, these restrictions can be a fun puzzle-solving experience. The same can be said about the characters that use magic themselves – part of what sets magic practitioners apart is the willingness to deal with strange rules and limitations that most people balk at.

IDEAS FOR MORE WAYS OF MAGIC

Below is a collection of ingredients that emulates a popular genre of magic. You can use them as a starting point for creating your own Way of Magic.

ABSTRACT MAGIC

MANIFEST PHILOSOPHICAL TRUTHS • BLEND DREAM AND REALITY • CONJURE WITH STORYTELLING

Highly conceptual magic that shapes reality through the practitioner's deep understanding of abstract principles, such as "*movement*", "*essence*", "*shadow*", and "*form*".

Every instance of magic is a unique combination of the principles assimilated by the practitioner.

Magic Is Synergetic

EMOTIONAL MAGIC

PERFORMATIVE MAGIC
• MAGIC UNLOCKED BY STRONG FEELINGS • FAE OR WILD MAGIC

Heightened emotions open up the soul for magical expressions. Magic is spontaneously available for anyone who is taken by powerful feelings, with artistic and passionate individuals able to make better use of it.

Magic Is In Short Supply (resource is an emotional status: *angry*, *in-love*, *bitter*, etc.), with the **Fluctuating Supply** and **Power Cap** variants

Environmental Supply if magic feeds off emotions in the room

ALTERNATE FORM

LYCANTHROPIES • KELPIES
• "WARGS" • SPIRITS THAT CAN MATERIALIZE

Bearers of this magic can transform into a single alternate form that has its own magical capabilities and limitations.

Magic Requires A Transformation with typical Consequences of involuntary transformation

Magic Can Be Empowered or Weakened within the creature's favored or unfavored environments, e.g., *moonlight* or *bodies of water*

HEARTH MAGIC

SMALL BLESSINGS OF HOMEMAKERS • POWERS OF KITCHEN GODS, BROWNIES, OR ANCESTRAL SPIRITS

This homely magic draws upon the household itself and the air, mood, or spirit of its inhabitants to perform little graces, such as completing all the chores in time, helping an ailing family member to recover, or protecting family members from harm.

Magic Is In Short Supply (*good-will*) with the **Environmental Supply** variant

Magic Requires a Ritual with the **Ritual As Flavor** variant

CRAFTING MAGIC

WITCH CHARMS • **ALCHEMICAL POTIONS** • **ENCHANTED SWORDS**

Adept craftspeople can work magic into the process of making single-use items such as potions, charms, and talismans.

Magic Is In Short Supply (*materials*) with the **Laborious Replenishment** variant

Magic Requires Preparation with the **Advance Preparation** variant

Magic Is Spent when Used

MARTIAL MAGIC

CELESTIAL MARTIAL ARTIST • **SUPERNATURAL WEAPON MASTER** • **EXPERT WARRIOR GRACED BY A GOD**

Developing the art of war to the point of unlocking supernatural powers, a practitioner must practice rehearsed forms as well as build sufficient momentum or inner energy to perform these miraculous battle techniques and maneuvers.

Magic Is Collected
Magic Requires Gathering Power (*momentum*, *qi*, *wrath*, or *focus*)

Magic Requires Preparation

MEDIUM MAGIC

DRUIDS • SPIRIT MEDIUMS • WORSHIPPERS OF ELDritch ENTITIES FROM BEYOND

Practitioners open themselves up to local spirits and entities in order to gain supernatural knowledge or power. The possession wears on the practitioner's mind and body and holds the risk of attracting unwanted entities.

Magic Carries a Price
(*fatigued*), with typical Consequences of *demonic-attention*

Magic Requires A Ritual, with Ritual As Extra Effort variant: *requires concentration, requires time, requires gestures, requires incantations*

PATRON MAGIC

DEVOTEES OF A DEITY
• ACOLYTES IN A DEMONIC CULT • A PACT WITH A FEY COURT

A powerful supernatural patron boons their servants with magical abilities. In return, they demand compliance with their tenets or whims, and require their magic to be used in specific ways.

Magic is Fickle (*patron's-favor / patron's-ire*)

Magic Imposes Constraints
(follow tenets)

SCHOLARLY MAGIC

TEENAGE MAGIC SCHOOL • HIGH OR HERMETIC MAGIC • MAGIC AS A SCIENCE • LABORATORY ALCHEMY

Magic is a subject of academic learning - the more knowledge a practitioner has, the more magic they can do. A skilled user can perform magic by following memorised spell formulas, with repeated, expected results.

Magic Requires Extra Effort (*requires gestures, requires incantations, requires concentration*)

Magic Is Collected. If practitioners can memorize many spells at once, use **Any Known Ability**. If not, use **Only Prepared Abilities**.



USING WAYS OF MAGIC WITH CHALLENGES

Ways of Magic have so far been explained from the point of view of a Hero, but they are usually also available to NPCs in the world, who may be Challenges. When the Narrator designs a Challenge profile with access to a Way of Magic, the same magical laws should apply, unless there's some inherent difference between the Heroes and everyone else in the world.

Here are the main considerations to take into account.

Challenge Magic Actions

As with all other activities, a Challenge takes magical actions in the form of Threats and Consequences.

- (*Magic Action*) *The witch curls her fingers and points at you, cawing words of rebuke and mockery.*
- **You feel as if a terrible fate is about to befall you (hexed-3).**

When a Way of Magic requires a prep action, this too is represented as Threats and Consequences. As it is for Heroes, a Challenge will need two Consequences to complete both a magic prep action and a magic action. The Narrator is not limited in how many Consequences they dispense each time Consequences occur, but they should use this guideline to pace the Challenge's abilities and make them as slow as the Heroes'.

- (*Magic Prep Action*) *The alchemist huddles at the corner of their hut, and the clutter of receptacles is heard.*
- **The alchemist victoriously raises a bubbling vial in the air (gain elixir of disappearance)**
- (*Magic Action*) *The alchemist brings the vial to their lips.*
- **The alchemist imbibes the purple liquid in the vial – and disappears! (Blocked)**

Challenges can be portrayed as already having taken some preparatory action before a scene has begun. This is reflected in their starting tags and statuses. In the example above, the alchemist can begin the

scene already possessing an *elixir of disappearance*. Or, a sorcerer could have memorized the spells for *Tongues of Flame*, *Displacement*, and *Paralyzing Gaze*.

Challenge magic reactions are represented by their tags and statuses, which weaken the Hero's action. If a Challenge possesses a *counterspell*, they can use it to reduce the power of a Hero's action.

A Challenge's magical capabilities that aren't described as a Threat, Consequence, or tag are represented by a Challenge Special. For example, a Challenge that has cast a spell of flaming protection may cause *burnt-2* to any Hero who attacks them, without having to wait for a Consequence.

Challenges and Base Ingredients

A Way of Magic's narrative principles, tags, statuses, Consequences, and special rules affect Challenges similarly to the way they affect Heroes.

A narrative principle that says a Way of Magic cannot be used near holy sites would prevent a Challenge from using magical Threats or Consequences of that Way near holy sites.

Tags and statuses required by the Way of Magic are also required for Challenges. A Challenge must begin with such tags or statuses, or it must have a Consequence that allows it to generate such tags or statuses in order to use this magic.

Tags and statuses typical or inherent to a Way of Magic that help or hinder magic actions taken by the Challenge instead are passed on to the Hero (in reverse), hindering or helping the Hero's reactions to the Challenge's Consequences.

Alternatively, the Narrator can modify the Effects of a Challenge's Consequences based on the relevant tags. For example, in a Way of Magic that *requires incantations*, the Narrator may reduce the Effects of a Consequence by 1 whenever the Challenge cannot effectively speak an incantation, for any reason.

Consequences of a Way of Magic apply to Challenges as well. If they are inherent or very likely, they should be built into the same Consequence that describes the magic action:

- (*Magic Action*) *The handsome bard strums a lulling melody, gentle yet sweeping.*
- **You feel sleepy-3 (the bard reduced his mana by 1).**

If a Consequence is triggered only when a magical action is botched, it could be triggered if the Hero's reaction completely nullifies the Consequence, depending on the situation. For example, when a Hero counters a dark wizard's spell, it backfires according to the same rules as it would backfire for a Hero, and the Narrator gives the Challenge an appropriate status or scratches their tags.

Special rules should be adapted for Challenges on a case-by-case basis.

Challenges and Compound Ingredients

Magic Can Be Empowered: Use the tag that empowers the Challenge's magic as a negative tag when Heroes try to lessen the Effects of the Challenge's magic Consequences. Alternatively, increase the Effects of the Challenge's magic Consequences when the tag empowers their magic.

Magic Can Be Weakened: Use the tag that weakens the Challenge's magic as a positive tag when Heroes try to lessen the Effects of the Challenge's magic Consequences. Alternatively, decrease the Effects of the Challenge's magic Consequences when the tag weakens their magic.

Magic Carries a Price: For every Challenge Consequence that represents a magic action, attach an additional Effect that affects the Challenge negatively.

Magic Draws From The Environment: See **Magic Carries a Price** or **Magic Is In Short Supply**.

Magic Imposes Constraints: If the Challenge transgresses against the restrictions (or if the Heroes cause them to do so) they may not use Consequences that represent a magic action of this Way. If this only weakens their magic, see **Magic Can Be Weakened**.

Magic Is Collected: A Challenge's Consequences are already a finite list that represents their common abilities. This ingredient limits the Narrator's ability to deliver Consequences that represent improvised magical capabilities.

Magic Is Fickle: Use the *[favor]* status that empowers the Challenge's magic as a negative status when Heroes try to lessen the Effects of the Challenge's magic Consequences. Alternatively, increase the Effects of the Challenge's magic

Consequences when the tag empowers their magic. Apply the reverse when the Challenge has the polar opposite of *[favor]*.

Magic Is In Short Supply: Give the Challenge a starting *[resource]* status and/or a Consequence for gaining more *[resource]*. For every Challenge Consequence that represents a magic action, attach an additional Effect of reducing the Challenge's *[resource]* status.

Magic Is Mysterious: This option is for players and their Heroes. A Challenge exploration of magical mysteries is rarely a subject of focus in the story.

Magic Requires Extra Effort: Use the tag that hinders the Challenge's magic as a positive tag when Heroes try to lessen the Effects of the Challenge's magic Consequences. Alternatively, decrease the Effects of the Challenge's magic Consequences when the tag hinders their magic.

Magic Requires Gathering Power: Give the Challenge a Consequence for gaining more *[resource]* and limit the Effect of their magic Consequences based on how much *[resource]* they have.

Magic Requires Preparation: A Challenge cannot execute a magic Consequence for which they do not have a tag. Give the Challenge some starting tags and/or a Consequence for creating new magic tags (finding new spells, concocting new potions).

Magic Requires a Ritual: See **Magic Requires Extra Effort** or **Magic Requires Gathering Power**. A ritual can also be played as a progress Limit (*ritual-complete*) that the Challenge is advancing with Consequences (*chanting*), or as a reversed Journey where the Heroes are witnessing a Challenge going through the steps of a ritual, and attempt to foil it.

Magic Requires a Transformation: Create a separate Challenge profile for each of the Challenge's forms, and give them a Consequence that allows them to switch forms (**New Challenge**), whether instantly or by building up statuses to max a *transform* Limit. The Challenge suffers from the constraints (**Magic Imposes Constraints**) and side effects (**Magic Carries a Price**) that this transformation carries.

Magic Requires Tools, Items, or Ingredients: See **Magic Requires Extra Effort**, **Magic Is In Short Supply**, **Magic Is Spent When Used**, or **Magic Imposes Constraints**.

Magic Is Spent When Used: Give the Challenge starting magical tags and/or a Consequence for gaining more magical tags. For every Challenge Consequence that represents a magic action, attach an additional Effect that scratches one of the Challenge's tags.

Magic Is Synergetic: This option is for players and their Heroes. A Challenge use of synergetic magic should be conveyed through the description of their Threats and Consequences.

ROTES

A rote is an optional aid for players and Narrators, an outline of a specific magic ability, such as a technique, a spell, a maneuver, or an herbal recipe. A rote is used to describe one of a Way of Magic's unique actions, that require additional explanations about its activation, operation, or results.

Since rotes represent unique magical abilities, in order to perform a rote, a Hero **must possess it as a tag**. A rote lists the following details:

- Its **title** tag
- **Practitioners** who may have access to it
- A **description** of what the rote entails and its benefits and limitations
- **Power**, examples of the kinds of tags that help or hinder the performing of the rote
- **Success**, whether the rote should be resolved as a Simple, Quick, or Detailed action, and if the latter, how Power should be spent if the rote is successful (including extra feats unique to this rote)
- **Consequences** typical for this rote

You may find additional rote examples at the end of the *Action Grimoire* booklet.

Armor-Dismantling Precision Flurry

Practitioners: Swordmasters, spellswords, persons-at-arms, warrior monks

Description: The warrior attacks their foe with a flurry of accurate strokes that snap, cut, tear, and break the fastenings of their foe's armor, specifically buckles, straps, joints, rivets, and other elements meant to keep an armor in place. If performed successfully, the opponent's armor falls apart and becomes unusable, leaving them exposed, with the added effect of shock and humiliation.

POWER

⬆️ weapon skills • precision • quickness • magic-infused weapon or stroke • familiarity with specific armor designs • spotted weak points

⬇️ defensive parrying • unusual, magical, or specially reinforced armor • evasiness

SUCCESS

WEAKEN Remove the target's armor tags.

INFLUENCE Once all or most armor tags were removed, give *stunned*, *threatened*, or *humiliated*.

EXTRA FEATS

- Continue the flurry or immediately attack the unarmored target (keep the spotlight).
- Make the repair of the armor much more difficult.
- Cause the target to become momentarily entangled in the dismantled armor.
- Prevent a counterattack.

CONSEQUENCES

- » The maneuver is exhausting (*winded*) or leaves you open to attack (*exposed*).
- » Your weapon becomes entangled in the target's armor (scratch tags).
- » You fail the maneuver so badly it's embarrassing (*humiliated*, only if there was no Success).
- » You injure the target, if you were trying not to do so (*wounded*, or *Ill Tidings*).

Laborer's Refrain

Practitioners: musicians, singers, and all manner of laborers: weavers, miners, farmers, and such

Description: While working in a group, the singer begins humming the melody of the Laborer's Refrain lowly, until others begin to hum along, which may take a few moments or a long while, depending on the spirit of fellow laborers. Once thus attuned, the singer begins to sing the lyrics in an ancient tongue, and can now use their voice to invigorate and inspire the group members to work, as well as lift them from despair or even overcome tiredness and injuries.

This is an Origin level ability for a small group, Adventure for a large group, and Greatness if affecting an entire people or nation of laborers. Use Scale for more specific group sizes.

POWER

⬆️ musical talent and skill • charisma • hope and dedication • positive relationships with the group • a noble cause

⬇️ anything that prevents singing or hearing a song • tiredness • despair • forced labor • singer at odds with the group • bickering within group

SUCCESS

ADVANCE Give a progress status such as *working* to max out *work-complete*.

ENHANCE Give the group *invigorated*, *quickened*, *united*, or *inspired*.

RESTORE Reduce *bickering*, *despair*, *tired*, or *wounded* for all group members.

EXTRA FEATS

- Stave off despair or exhaustion for a while.
- Allow the group to promptly get to work or continue to work (give them the spotlight).
- Keep your singing hidden or innocuous to outsiders.
- Make a show of unity out of it, impressing outsiders.

CONSEQUENCES

- » The laborer group will feel the exhaustion later on (*tired*).
- » Overseers notice the disruption and single you out (**Exposure** or **New Challenge**).
- » The laborer group ignores the song and sinks deeper into *despair* (only if there was no Success).
- » You lose hope (*despair* or scratch hope-giving tags).
- » Tools break or materials run out (scratch a tag).

Lightning Arc

Practitioners: Sorcerers, warlocks, wizards, priests and warriors of thunder deities

Description: The spellcaster chants words of power and raises their hands, which begin to glow and crackle with energy, building more and more power that is finally unleashed in a sudden burst of lightning. The spellcaster can direct the bolt in a desired direction. Upon smiting its first victim, the bolt leaps over to a nearby body or object, smiting them too, and continues to do so until it smites all targets in the vicinity, after which it fizzles out.

This is an Adventure level display of Might, or Greatness, if targeting a large area or group, such as an army. Use Scale (detailed Might) for more specific areas of effect.

POWER

⬆️ spellcasting ability • high conductivity

⬇️ cover • insulation • protection from magic

SUCCESS

ATTACK Give the target *electrocuted*, *fried*, *burnt*, or *broken-bones*.

DISRUPT Give the target *stunned*, *dazed*, or *disoriented*.

WEAKEN Scratch the target's weapon or item tags.

EXTRA FEATS

- Avoid smiting allies or smite only specific targets.
- Sustain the energy and unleash another lightning (keep the spotlight).
- Knock back the targets.
- Illuminate the surroundings or light small fires.
- Make an impressed foe reconsider attacking you (block counterattack).

CONSEQUENCES

- » The lightning smites an ally (same status as given to the targets).
- » The lightning smites an important item (scratch a tag).
- » The lightning explodes in your hands, harming you and allies nearby (*burnt*, only if there was no Success).

Snow-White Death Concoction

Practitioners: Apothecaries, herbalists, druids, assassins, smugglers

Description: The Snow-White Death concoction is a fortified essence of several rare herbs that is used to induce a death-like state when ingested. Once the correct dosage of the concoction is dripped onto the recipient's tongue, they will promptly pass out and begin to breathe so shallowly that only an expert could detect that they are indeed still alive. The recipient's heartbeat and blood circulation are likewise slowed unnaturally. The effects wear off in time but can be cleansed with an *antidote* (a Simple or Quick action).

The concoction is often administered by physicians to patients suffering from grave conditions, such as poisoning, when a body's living functions must be slowed down to avoid further deterioration. It is also used by outlaws who wish to be mistaken for dead.

The Narrator may wish to suspend the roll for the preparation of the concoction until the moment when it is consumed. Consuming the concoction is a Simple or Quick action.

POWER

⬆️ herbalism skill • familiarity with patient's body and health • high-quality ingredients

⬇️ unfamiliar patient • rushed process • lack of ingredients or poor quality ingredients

SUCCESS

QUICK The concoction works as expected.

ENHANCE Give *slowed-metabolism* or *feigning-death*.

EXTRA FEATS

- Time the recipient's awakening.
- Stave off the progress of a specific poison or malady while the concoction is in effect.
- Secretly prepare the concoction.
- Conserve ingredients.

💀 CONSEQUENCES

- » The recipient remains under for much longer than expected.
- » The recipient awakens before the planned time.
- » The recipient awakens in a *weakened* state.
- » The recipient is not fully under the effect of the concoction, some ⬇️ *vital signs* remain.
- » The recipient is fully awake while under the effects of the concoction (*paralyzed-5*).
- » You accidentally inhale or taste the concoction (*dizzy* or *paralyzed*).

Web of Secrets

"Catch whispers as they drift upon the wind. Those who would bind us know not that we hear their secrets."

Practitioners: witches, sorcerous courtiers, were-spiders

Description: You weave a cobweb into a nook, branch of a tree, or corner of a room. The web catches whispers spoken in any nearby Scene, so it can be used as a **Suspended** action (page 32). To access those secrets, you listen to the web and empty it of the sibilant whispers caught there like flies.

POWER

⬆️ affinity with spiders • skill at witchcraft or weaving • eavesdropping skills • connection to the wind • ability to whisper well • a spider • a cobweb

⬇️ lack of wind • no one is being secretive • wards that block witchcraft

SUCCESS

CREATE a *secret* that can be utilized in a social scene.

DISCOVER secrets told by others in the area of the web.

ENHANCE your *sway* over someone.

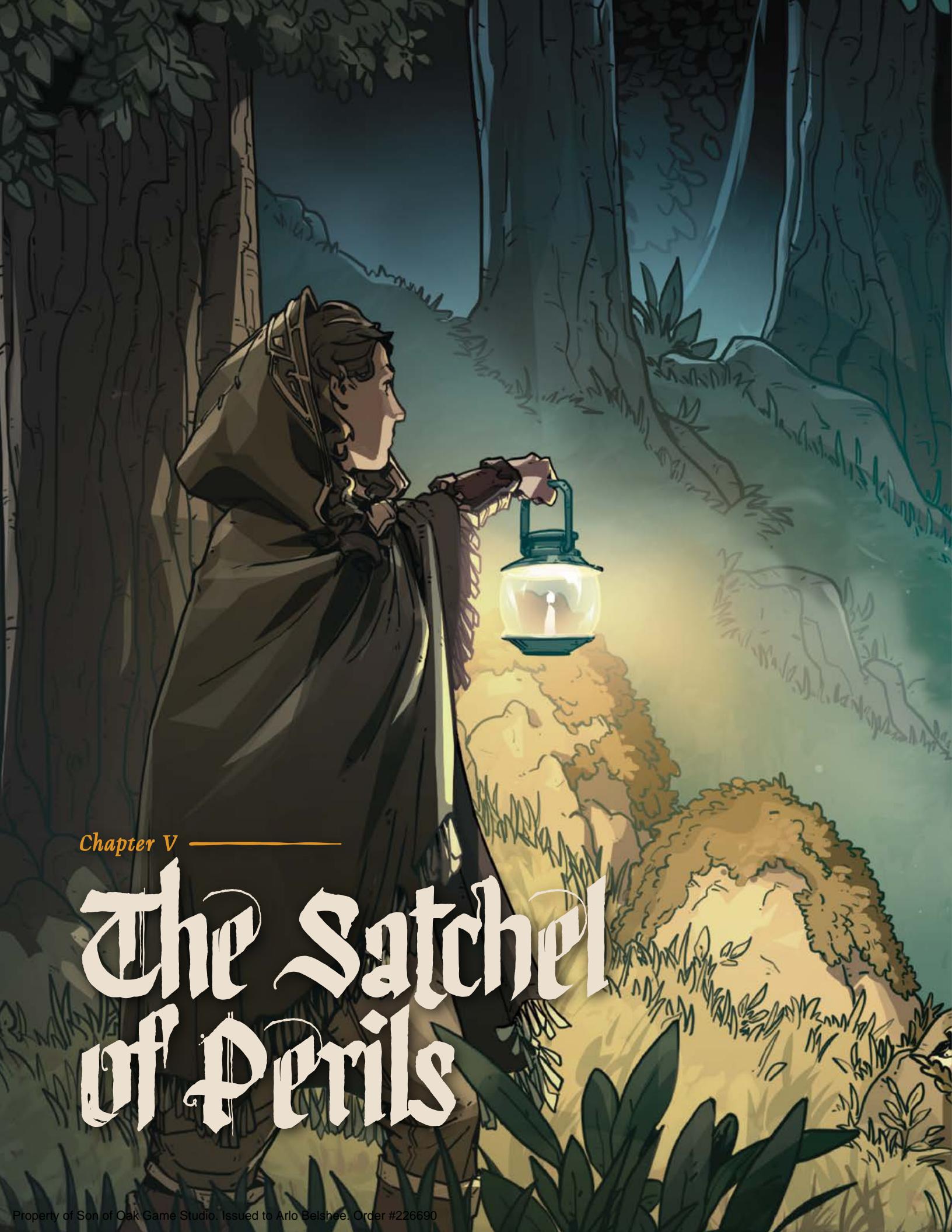
EXTRA FEATS

- Do it discreetly.
- No spider was harmed.
- Place the web close to someone.

💀 CONSEQUENCES

- » You are caught placing the web.
- » You lose your web and/or spider.
- » No one whispers while the web is up.



A woman with short brown hair, wearing a large brown hooded coat, stands in a dark, dense forest. She is looking upwards and to the right, holding a lit lantern in her right hand. The lantern's light illuminates a path through the trees and some low-lying bushes in the foreground. The background shows more of the dark forest.

Chapter V —

The Satchel of Perils





Challenges

Chere are many perils in the world, and the Heroes of the story come across all manners of obstacles and adversaries on their journey. Some can harm one's body, but others can harm one's pride, or loved ones – and some dangers can spark irrevocable change in a Hero's life, if allowed to bring their threat to bear.

Challenges are characters, forces, and situations that pose a danger to the Heroes, their Quests, or their goals. **Challenge profiles** are prewritten collections of Threats & Consequences, tags, statuses, and Limits that best represent such characters. This chapter is a menagerie of ready-to-use Challenges you can use in scenes in your story.

Not Every NPC Is A Challenge

Only NPCs and situations that **pose a threat to the Heroes, their Quests, or their goals**, are represented with a Challenge.

Most other NPCs do not need any game elements and exist for flavor, drama, or as backdrop. Ally NPCs are typically represented by story tags that the Heroes control. All such NPCs start using the Challenge rules only if they become a threat: An NPC can be helpful at times and present a Challenge at other times, or a vulnerable NPC might need to be protected from danger, thereby becoming a Challenge (see the Charge role, page 110).

Challenge Shorthand

A Challenge can be written as shorthand within a paragraph describing a challenging situation, by simply mentioning tags, statuses, and Limits (if any):

The prince is *beguiled*-4 and won't listen to any ill talk about the wizard. (Quick outcome)

The hefty oak door is *barricaded*-2; it will not be easy to *break-down* 4.

The people of the village are *upset*-3 and carrying *pitchforks*. If the situation *boils-over* 5, they will attack and injure the imp and anyone protecting them (*wounded*-2).

Conditions That Are Also Challenges

Statuses that progress on their own, such as *drowning*, *suffocating*, *on-fire*, *poisoned*, *sick* (for severe ailments), or *falling* (for long falls), can be Challenges on their own.

While a Hero is affected by such a status, you may present a Threat such as "The poison spreads" or "You can't breathe", either before their spotlight or before another Hero's spotlight ("Gerrin is drowning! What do you do?").

If no action is taken to remove the status or to stop its progression, deliver a Consequence increasing the status.

These statuses can have a Limit, which when maxed, changes their tag or triggers an outcome. A Hero might be *falling* until *impact* 4, and then they take *broken-spine*-6.

This could affect the pacing of the scene, as suddenly all Heroes must take time-sensitive actions until the condition is resolved.

Challenge Profiles And How To Use Them

THREATS & CONSEQUENCES A

A Challenge's Threats and Consequences are its most typical actions.

- Read a Threat when you Establish the scene. This is the action the Challenge is beginning to take, prompting the Hero to take action to avoid or prevent the Threat from materializing.
- If a Threat is ignored, or if the Hero's action generates Consequences, read and apply one or more of the related Consequences. These are the outcomes of the Challenge's action, or their response to the Hero's action.
- Consequences written without a Threat are actions the Challenge might take when a Hero's actions generates Consequences, regardless of Threat.

LIMITS B

Limits (Vol. I, page 169) define when a Challenge is overcome by using Detailed outcomes. A Challenge without a Limit can be overcome with a Quick action.

A Challenge with Limits is defeated when the Heroes give it the right type of status to max one of its Limits (the Narrator may still opt to resolve this Challenge with a Quick outcome for narrative reasons). Therefore, if the Challenge has a Limit, ask the players to use Detailed actions and spend their Power on giving it appropriate statuses.

Some Limits are **progress Limits** (Vol. I, page 169) that build up towards a special outcome, such as a collapsing building, a transforming monster, or an ongoing ritual. The outcome is specified as a Special Feature below the Limit. When the Limit is maxed, apply the Special Feature as given.

Immunities are Limits with no maximum (–) indicating a type of status the Challenge is immune to. When the Heroes give the Challenge such a status, reveal to them that it has no effect on it.

GRABBING GNOME ♦♦ E

Sapper

Pouncing out of the depths of a small cave or a tree trunk, this little elderly Gnome literally attaches themselves onto an unlucky passerby. The Gnome then drags along the ground, supernaturally heavy, a burden that slows their victim down to great annoyance and potential peril.

Some say the Gnome is actually a useful creature, with great insights into matters of craftsmanship. If only they were less irksome in every way.

B

LIMITS

HARM 2

REMOVE 4

C

TAGS & STATUSSES

ancient magic
handicraft skills
annoying -2

D

SPECIAL FEATURES

ONE FLESH

The host suffers any physical harm status that is inflicted on the Gnome while they are attached.

A

THREATS & CONSEQUENCES

ATTACH

Scamper underfoot

- Grab onto someone's leg, arm, or back, half-merging with it (**Complication**)

HINDER

Drag along the ground wailing

- Slow down (*slowed -2*)
- Get on their host's nerves (*annoyed -2*)
- Draw attention (**Exposure**)

You are not limited to a Challenge's listed Limits. If the Heroes think of another way to overcome a Challenge, you can define a new Limit for it, and choose a maximum between 1 and 6 on the fly.

OUTRUN 3 ↗

Everyone in the community becomes *distrustful -2* of one another.



TAGS, STATUSES, & MIGHT C

Story tags and statuses describe a Challenge's features and its condition upon entering the scene. These represent only the starting situation, and can be removed by players as normal, with new ones given by you as Consequences (including recreating those that were removed).

The purpose of these tags is primarily to affect the Heroes' actions and reactions. Most tags and statuses are helpful to the Challenge and hinder the Heroes, but some Challenges have tags for their weaknesses, adding to the Power of a Hero's action.

Might describes the aspects in which this Challenge is Mighty and the level of its Might. Use this to decide when a Hero's action could be Favored or Imperiled.

Vulnerabilities, listed in parentheses after Might, indicate special situations in which the Challenge's Might in this aspect is nullified and considered Origin. This is not related to situations in which the Heroes manage to use the Challenge's Might against it, which is always an option.

SPECIAL FEATURES D

Special Features are rules unique to the Challenge, abilities that cannot be expressed with Threats and Consequences, tags, statuses, Limits, or Might. They mostly involve Consequences that can take place at special times, such as *before* a Hero takes a certain action.

Every Special Feature has a condition (or 'trigger', such as "When this happens...") and an effect (outcome, such as "... do this."). Whenever a Special Feature's condition is fulfilled, apply its effects, even if it happens in the middle of a Hero's action.

CHALLENGE RATING AND ROLES E

A Challenge's **role** defines how it behaves in a scene (see a list of roles on the next page).

A Challenge's **rating**, indicated with a number of markers (✿) between 1 and 5 next to its name, is a general indication of its difficulty level. As a general rule, a Challenge with a greater rating will deliver more grievous Consequences and be more difficult to overcome, either due to its tags and statuses or because of higher Limits.

A Challenge's main Limit maximum is roughly equal to its rating, while its main Consequence is often a status with a tier roughly equal to its rating; these generalizations vary greatly, depending on each Challenge's narrative, tags, statuses, and Special Features. Consider also that Might dramatically sways the danger a Challenge poses to the Heroes, if the Heroes are confronting it in aspects where it is Mighty.

What To Reveal To The Players

Present each part of the Challenge as it becomes relevant: Threats when they're made, Consequences and Special Features when they happen, and tags and statuses when they first affect a Hero's action.

Always reveal what the Hero can plainly see or discern as part of Establishing, like a bandit that's holding a cudgel. But you should require a successful action or spending Power on the discover Effect (Vol. I, page 155) before you reveal details that are not obvious, such as that the bandit can be threatened and that the maximum for that is 3.

Finding the weaknesses and Vulnerabilities of uncanny and unnatural beings should take some extra effort, like recalling old lore or finding someone who knows.

Journeys

Journeys are Challenges that depict a **step-by-step progression along a sequence**. Instead of maxing a Limit, Heroes overcome Journeys by overcoming a series of smaller Challenges called **Vignettes**. The classic example of a Journey is a literal journey through a specific Landscape, travelling from point A to point B, but Journeys can also describe events (Occasion) and projects (Undertaking).

When you play through a Journey, you play a montage scene (page 18) of the most interesting and dangerous parts, instead of playing each and every step along the way. For example, travel could include an emotional goodbye when leaving home; a casual conversation at the crossroads; an encounter with a local godling; finding a way across a flooded gorge; a brief stop for food; a menacing vista of the wastelands ahead; and so on. Each such snapshot is a Vignette.

VIGNETTES

Vignettes are short Challenges that **describe a specific story moment, beat, or situation** that is intended to be resolved with a single successful Quick action. They usually have one Threat and one or more Consequences, and may also have tags and statuses.

Although a successful Quick action is all it takes to overcome a Vignette Challenge, it may still evolve into a scene: Heroes may want to take discovery or prep actions, or explore other aspects of this situation. Sometimes the Consequences of the vignette spark a new Challenge, or the Heroes get stuck and must take additional actions or make camp before they are able to continue (see the **Blocking The Path** sidebar).

JOURNEY PROFILES

A Journey profile lists several Vignettes related to progression through a specific landscape, event, or process. For example, a journey through the King's Forest could have Vignettes such as Uphill March, A Ruined Bridge, Outlaws Ambush, Boars in the Thicket, and so on.

Each Journey also lists its General Dangers, which are common Consequences that can be the outcome of any action taken during the Journey.

Journeys profiles do not have a Limit – they are overcome by completing a set number of steps.

Blocking The Path

Some Vignettes must be overcome before the Heroes may continue to the next one (A High Stone Wall), while others are completed even if the Heroes failed in the Challenge and suffered Consequences (Annoying Company).

Order of Steps

Steps in a Journey might need to be taken one after the other in a given order, such as when crafting a weapon – or be available in any order, such as when gathering support from different powerful figures in a town.

Steps might need to be taken in quick succession, such as when gathering ingredients before sunrise – or be always available, with the player deciding when to pursue them (if at all), such as when conducting research.

PLAYING THROUGH A JOURNEY

To play a Journey, the Narrator decides the narrative length of the Journey by **choosing the number of steps the Journey will require**, between 1 and 6 (roll a die to choose randomly). A three-step Journey is an involved engagement; a six-step one can be a whole adventure.

The Narrator also chooses the time that passes between steps: minutes, hours, days, or even weeks. This can change after each step.

Each step is played as its own short scene with one Vignette. As with every Threat, if the players decide to ignore the Vignette Threat or take an action that does not address it, it manifests into Consequences. Afterward, continue to the next step, by Establishing a new scene.

When the last Vignette is completed, the Journey comes to an end and the Heroes arrive at their destination, be it traversing a land, surviving an intrigue-ridden social event, or crafting a masterpiece.

PRESSURE PAD TRAP (*fast spring action*)

You hear a ‘click’ coming from under your foot.

- ❖ Half a dozen sharpened spikes stab at you from the adjacent wall (*wounded-4*).

DEPRESSING WETLAND

You travel through a dank and morose swamp, constantly hounded by gnats.

- ❖ You sink into despair (*despaired-2*) or become *irritated-2*.
- ❖ The gnats sting you repeatedly (*itchy-2*).
- ❖ You drop something into the water and can’t find it again (*scratch a tag*).



Typical Challenge Roles

Challenge roles are general categories that describe a Challenge's place and behavior in the story, to help guide you on how and when to use it. Challenge Profiles have their roles listed, but any Challenge can be assigned a role. Roles carry no mechanical significance.

Aggressor: Someone who wants to hurt the Heroes physically, mentally, socially, emotionally, etc.

Threats: Drawing a weapon, aiming a weapon, preparing to make a statement or revelation, speaking an incantation

Consequences: Landing an attack, giving the target a harmful status

Charge: Someone or something that the Heroes must defend from other forces.

Threats: Coming under attack, becoming at risk of harm such as tipping on the edge of a chasm, being restrained or abducted

Consequences: The Charge is harmed (give a harmful status); the Charge is killed, destroyed, or taken

Countdown: Something that will happen in a few moments or that advances towards a crescendo, like a wooden bridge burning down or an ongoing ritual.

Threats: Preliminary events, time passing, a clear indication of how another increment is about to happen

Consequences: The countdown advances (give a progress status), the countdown ends and something happens

Influence: Someone or something that tries to get the Heroes to act in a certain way.

Threats: Beckon the Heroes, begin to converse or communicate with the Heroes, make an offer

Consequences: Give the Hero a compelling status (*convinced*, *beguiled*) or take their things (*short-on-coin* or scratch tags)

Mystery: Something the Heroes want to find out but is not evident and may even be hidden from them.

Threats: Mysteries are often passive and do not pose Threats.

Consequences: The mystery becomes harder to solve (give a status such as Hero becomes *confused-2* or a witness becomes *tight-lipped-3*)

Obstacle: A barrier or hazard that is in the path of the Heroes and hinders their passage.

Threats: Obstacles are often passive and do not pose Threats.

Consequences: The Obstacle harms those interacting with it (give a status), becomes harder to pass (give itself a tag or status), alerts new Challenges, or costs resources to pass through (scratch tags)

Pursuer: Someone who is chasing the Heroes down.

Threats: Indication of approaching, speeding up, moving into hiding, preparing to pounce

Consequences: The Pursuer reaches the Heroes (ready to pose a worse Threat), or reduces the tier of the status measuring the distance between them

Quarry: Someone or something that the Heroes need but is getting away.

Threats: Moving further away, searching for an escape route, marked/coveted by a third party, disappearing in the underbrush

Consequences: The Quarry flees the Heroes, or increases the tier of the status measuring the distance between them

Sapper: Someone who undermines or weakens the Heroes without necessarily trying to defeat them.

Threats: Skulking about without direct confrontation, preparing a "surprise" for the Heroes

Consequences: The Heroes' tags are scratched or they receive debilitating statuses such as *tired* or *distracted*

Support: Someone who empowers or restores other Challenges.

Threats: Rallying soldiers, bandaging wounds, applying a remedy, chanting a prayer of healing or blessing

Consequences: Remove negative tags and statuses from other Challenges or give them positive tags and statuses.

Watcher: Someone or something that is patrolling, looking for the Heroes, watching the Heroes, or trying to assess their true intentions.

Threats: Walking closer, looking your way, catching a scent, becoming suspicious

Consequences: The Watcher find the Heroes, discovers something about them (intentions, equipment, plan), or gains the *alert* status

CREATING YOUR OWN CHALLENGES

You can create your own Challenges in a matter of minutes.

The Simple way is to come up with a likely Limit or two, write down the Challenge's most prominent features as tags and statuses, and add a few Threats and Consequences based on how you imagine the Challenge acting in the scene.

If you want to craft your Challenge in great Detail, follow the questions below.

1 What kind of narrative moment does this Challenge represent?

If it's a hurdle that is only briefly addressed in the story, no matter how difficult, write it in shorthand and without a Limit.

If overcoming this Challenge will take a significant portion of the scene, use a Challenge with Limits.

If it is meant as a series of short beats, use a Journey.

2 What is the role of this Challenge in the story? How is it expected to act against the Heroes?

Pick out a role from the list on page 110.

3 How can this Challenge be overcome?

If you use Limits, list a few ways this Challenge can be overcome and attach maximums to each, between 1 and 6.

4 What dangerous actions does this Challenge typically take in a scene? What are the main abilities of this Challenge? How does this Challenge harm the Heroes, their quests, or their goals?

The answers to these questions become the Challenge's Consequences. Attach a narrative Consequence and/or Effect that reflects what would happen to the Heroes if the Challenge successfully takes that action or harms them.

5 For each Consequence: What do the Heroes perceive just before the Challenge takes this action or harms them in a given way?

The answers to this question become the Challenge's Threats. Describe them with dramatic flair.

6 What is the condition of this Challenge when it enters the scene?

The answers to this question become the Challenge's statuses. Choose a tier for each status between 1 and 4. For example, a Challenge can begin the scene *angry*, *warded*, or *aflame*.

7 What are the features of this Challenge? What important items does it have? What important weaknesses does it have?

The answers to these questions become the Challenge's tags. A Challenge can begin the scene holding a *bouquet of flowers*, possessing a *spell of invisibility*, or be accompanied by *zombie attendants*. It may also be *slow*, *haughty*, or *vulnerable to silver*.

8 How Mighty is this challenge and in what ways or areas?

The answers to this question become the Challenge's aspects of Might. Choose whether its Might in this aspect is Adventure or Greatness. Also consider whether to list a Vulnerability which nullifies this Might, in parentheses.

9 What abilities or features does this Challenge have that have not been described yet?

If there are special abilities that cannot be represented by Limits, tags, statuses, Might, and Threats & Consequences, consider adding a Special Feature. This could be a Challenge that is so spiky they prick anyone trying to attack them in melee combat or one that can cause Heroes to mark Abandon by even looking at it.

10 Is this Challenge counting down toward a dramatic moment?

If the Challenge is working towards an imminent goal or evolving towards an event, consider adding a progress Limit. If so, define what happens when the Limit is maxed and add a Consequence that advances (stacks) statuses on) that Limit.

HOMESTEAD & VILLAGE

It's a dangerous business going out one's door, but even one's home can be dangerous enough! Family and friends sometimes fall out of favor, chatty oldtimers pry where they shouldn't, and there's always someone in the village who will boss you around or keep you from raiding the tavern's pantry. And that's not counting all the mysterious secrets and old grudges below the surface...

AVOIDED ACQUAINTANCE ♫ ♫ ♫

Watcher, Aggressor

This is a person who used to be close to one or more of the Heroes – a past friend, lover, family member, or money lender – until something happened that broke the relationship and wounded their pride. Unfortunately, they're not over it.

An Avoided Acquaintance seems to pop up when it's the least comfortable, and make things awkward for the Hero by simply being around. They can be *avoided* again – but this only postpones the inevitable.

LIMITS

AVOID 3

APPEASE 4

TAGS & STATUSES

alert-1

touchy-2

THREATS & CONSEQUENCES

SHOW UP Appear at the most inopportune time, without having seen the Hero yet

❖ Meander into a position that blocks where the Hero wants to go (**Blocked**)

❖ Fill the Hero's heart with guilt (give *guilty-2*)

❖ Turn their head, as if sensing the Hero's around (give *nervous-2*)

❖ "Excuse me, over there, isn't that...?" (gain *alert-1* or remove 2 tiers from *avoid*)

❖ Spot the Hero and march straight toward them (**Exposure**)

APPROACH Stop and stare with wide-eyed disbelief or a sad little smile

❖ Ask how the Hero's been, evoking *sad memories*, intentionally or not

❖ Ask to be introduced to "your friends", wearing a poignant expression (*uncomfortable-2* to everyone)

❖ Make a startling accusation in front of everyone (*on-the-spot-3*)

ACCOST Bring up old issues, with an increasingly accusatory tone

❖ Give a sharp remark (*on-the-spot-3*)

❖ Become upset at a disappointing answer and make a scene (*embarrassed-3* or *shamed-3*, and the Acquaintance gains *touchy-2*)

❖ Refuse to take it elsewhere or delay the conversation (**Blocked**)

COMMONER ♫

Varies

Not everyone becomes a fabled hero, a terrible sorcerer, or an imposing ruler. Nevertheless, an altercation with a villager, a peasant, or a town-dweller can pose an obstacle or a danger to the Heroes. Where they lack in power, Commoners can band together in large numbers, becoming a Mightier Challenge.

LIMITS

HARM 1

CONVINCE 1

SCARE 1

TAGS & STATUSES

*loyal to the community
from around these parts*



THREATS & CONSEQUENCES

CHILD Run around, or point at the Heroes

- ◊ Blindly run themselves into danger (**Ill Tidings**)
- ◊ Scream wordlessly (**Ill Tidings** or **Exposure**)
- ◊ Start following the Fellowship around (*followed by loud kids*)

DISTRUSTFUL COMMONER

Squint at someone or something unfamiliar

- ◊ Treat an outsider with disdain (give *angry-1* or *provoked-1*)
- ◊ Refuse to answer or help (gain *contrarian-2*)
- ◊ Go around, spreading rumors about the Heroes (*ill-repute-1*)

DRUNK Stumble around clumsily

- ◊ Bump into someone and burp in their face (give *provoked-1* or *prone-1*)
- ◊ Sing loud songs, offering a drink and demanding the Heroes join (**Exposure** and perhaps *tipsy-1*)
- ◊ Take a swing at someone, unexpectedly (*bruised-1*)

FRIGHTENED COMMONER

Back away, trying to distance themselves from a danger

- ◊ Shout about terrifying things they saw (*worried-1* to everyone around)
- ◊ Stumble into a Hero mid-flight (*prone-1*)
- ◊ Run away before giving an explanation (**Blocked**)

MILITIA Raise their *rusty spear* or *pitchfork*, point it forward, and demand someone do as they're told

- ◊ Get agitated by incompliance (gain *agitated-1*)
- ◊ Raise the alarm (**Exposure**)
- ◊ Go call for reinforcement (**Ill Tidings**)
- ◊ Attack clumsily (*bruised-1* or *wounded-1*)

RABBLE-ROUSER Use *incendiary rhetoric* to issue demands and inflame the crowd

- ◊ Look like they mean it (give *intimidated-1*)
- ◊ Get the crowd *agitated-1*
- ◊ Rally many distant relatives and family friends (**New Challenge**)

CRAFTY RUMORMONGER ♫♪

Watcher, Sapper, Countdown

Every village has one, the person you go to for the latest news and juiciest details. Accuracy, or indeed factuality, both hold a lower priority than emotional reactions and gut feelings.

LIMITS

CONVINCE 2

SCARE 2

UNDERMINE COMMUNITY 4

Everyone in the community becomes *distrustful-2* of one another.

TAGS & STATUSES

[*latest juiciest scandal*]

chatty

confident-2

THREATS & CONSEQUENCES

LISTEN Someone takes note of something unsightly the Heroes did

❖ The rumor reaches the Crafty Rumormonger (**Exposure**)

CHAT Lean in and talk excitedly about every little going on in the community

❖ The Hero lets slip a detail they would rather not reveal (**Exposure**)

❖ Forget the time and keep the conversation going for longer than it seems (*time-passes-1*)

CONSPIRE Slip around the periphery of the crowd and find a group of sympathetic ears

❖ Point discreetly at another character and make an insidious accusation about them (**Ill Tidings**)

❖ Spread a new rumor about someone ([*vicious new rumor*] or *ill-repute-2* or give the community *undermined-1*)

❖ Appear apprehensive, saying they're only retelling what they heard (gain *defensive-2*)

GRUMPY KEEPER ♫♪

Obstacle, Watcher

This guardian – a groundskeeper, constable, or exacting cook – is standing in the way of the Heroes, either physically at a doorway or a gate, or because they're keeping an object, person, or piece of information out of reach.

LIMITS

SUBDUE 2

CONVINCE 3

SCARE 3

TAGS & STATUSES

dignified station

alert-1

grumpy-2

THREATS & CONSEQUENCES

PATROL Hang around the guarded item or person, watching for interlopers

❖ Catch the Heroes trying to sneak around (**Exposure**)

❖ Become suspicious that something is up (gain *alert-1*)

BLOCK Cross arms and ask "what's your business here?"

❖ Give a comeback or ignore a point made (remove 1 tier from *convinced*)

❖ Make an annoyed sigh at having to deal with this interruption (gain *grumpy-2*)

❖ "Save your words, I've made up my mind" (**Blocked**)

THREATEN Give a stern warning

❖ Speak with grim determination (give *intimidated-2*)

❖ Call for help, sound the alarm, or activate a trap (**New Challenge**)

HOUSE HOB ♫ ♫

Sapper

These small and hairy creatures are known as helpful, albeit petty, spirits of homes. Everyone knows that the presence of a hob in your workshop or your house can be a blessing, as they often take on chores, but if mistreated they can become a nuisance.

The problem is it's hard to foresee when a hob might feel wronged, or why.

— LIMITS —

HARM 1

BANISH 4

OBLIGE 3 2

The Hob helps the Hero perform a mundane task.

— TAGS & STATUSES —

invisible

small

suspicious-1

— SPECIAL FEATURES —

PETTY GRUDGE

Whenever the Hob is offended due to a compliment, a criticism, or for merely being given a gift they don't like, it suddenly becomes *s spiteful-3* and cannot be *obliged* until it is first *appeased 3*.

— THREATS & CONSEQUENCES —

INTERFERE Start doing a chore in the house, the garden, or the field

❖ Take a long time to handle something (*time-passes*)

❖ Misplace a tool (scratch a tag)

❖ Reorder things as it pleases (*the place is a mess*)

SULK Sound irritated or disappointed as it's hissing to itself

❖ Complain it is not appreciated enough (remove 1 tier from *obliged*)

❖ Make an unlikely demand and swear it won't help until it's met (**Blocked**)

PLAY TRICKS Cackle softly and patter with small feet

❖ Disappear altogether (**Blocked**)

❖ Steal something valuable (scratch a tag)

❖ Be in the way and make someone stumble (**Exposure, off-balance-2**, or *embarrassed-2*)

❖ Open doors, start fires, scare the cat, or break equipment (*Ill Tidings* or *startled-2*)

IMPOSING PET ♫

Pursuer, Watcher, Aggressor

— THREATS & CONSEQUENCES —

WATCH Stop its chewing, digging, or snoozing and perk its ears up

❖ Spot its next victim and start chasing it (**Exposure**)

❖ Put fear in its next victim's heart, even without noticing them (*scared-1*)

CHASE Fervently give chase, turning over tools, furniture, and farm equipment

❖ Catch up with its prey (remove 1 tier from *outrun*)

ATTACK Pounce at their prey

❖ Claw, bite, and stomp their victim (*ouch-1*)

❖ Put fear into their victim (*scared-1*)

❖ Break or snatch something useful (scratch a tag)

— LIMITS —

SUBDUE 1

SCARE 2

OUTRUN 3

BOND 2

— TAGS & STATUSES —

alert-1



PASTORAL PRIEST or PRIESTESS ***

Influence, Support, Countdown

A follower of an agricultural deity or of spirits of field and orchard, this spiritual leader is adept at caring for their community and directing them in the path of tradition. They can call upon the quiet but deep-rooted influence of the bucolic countryside.

LIMITS

SUBDUE 1

CONVINCE 3

SCARE 3

RITUAL 4

Deliver one of the **Invoke Deities** Consequences to the entire village and surrounding fields.

TAGS & STATUSES

blessed charm

practiced rhetoric

steadfast-2

THREATS & CONSEQUENCES

LEAD Speak loudly with grand rhetoric and sweeping hand gestures

- ❖ Rouse the audience, exhorting them to bold action (give *emboldened-3* to all present members of the community)
- ❖ Rally scared or wounded villagers with a reassuring blessing (remove two tiers of a negative status of fear, despair, or light injuries)

DENOUNCE Warn wrongdoers that their actions will be punished

- ❖ Loudly denounce someone as an enemy of the congregation (**Exposure**, **Ill Tidings**, or *ostracized-3* to an individual or group)

INVOCATE DEITIES Shake a burning bunch of dried herbs as they beseech the spirits to intervene

- ❖ Inspire all present to join in revelry (*frolicking-3* or *inebriated-3* to all)
- ❖ Cause the sky to churn and the weather to turn dreary (*rainstorm*) or deny rain (*drought*)
- ❖ Banish unwanted supernatural beings (*banished-3* or scratch ally tags)
- ❖ Confer with the spirits and learn of events within their pastoral domain (**Exposure**)
- ❖ Progress in a ritual to affect the entire village (gain *ritual-1*)

RESPECTED ELDER ♫♪

Influence

Small communities tend to need little management. When disputes happen, the locals look up to "elders" to resolve them. These can be official members of a town council, or simply a well-known, well-trusted head of family.

LIMITS

CONVINCE 3

SCARE 2

TAGS & STATUSES

community's high regard
seen it all
composed-2

THREATS & CONSEQUENCES

ASSERT AUTHORITY Cross their hands and listen intently

- ❖ Stare down with furrowed brows and berate someone for their behavior (*embarrassed-2*)
- ❖ Make a ruling that is socially binding (give *bound-2*)
- ❖ Demand someone gives something in return (**Yes, But...**, scratch a tag, *short-on-coin -2*)
- ❖ Deny a request (**Blocked**)

CONTROL THE CROWD Raise their hands and speak reassuringly to the crowd

- ❖ Promise there's nothing to fear (*reassured-2* to members of the community)
- ❖ Turn the crowd against the Heroes (remove up to two tiers from a crowd's *convinced* or give it *resenting-2* or *distrustful-2*)

STERN MAGISTRATE ♫♪

Aggressor, Influence

The magistrate was not born in these parts, and it shows. Although they may have lived here for many years, their air of authority, domineering attitude, and foreign customs do not fit the local traditions and sensibilities. While they owe their power to a higher-ranking noble somewhere far away, in the village there's hardly anyone who can stand up to them and their word is law.

Some magistrates walk around with a personal guard of Commoners (Militia).

LIMITS

CONVINCE 2

SCARE 2

TAGS & STATUSES

foreign
laws and decrees
hard-of-heart-3

⚔ Legal authority (blackmail)

THREATS & CONSEQUENCES

ISSUE A DECREE Demand attention and make an announcement

- ❖ The community accepts the new decree in resignation (*[new decree]*)

ARREST Issue an *arrest decree*

- ❖ Present *evidence*
- ❖ Make up false *evidence* or get a *coerced-5* Commoner to testify
- ❖ Have the fugitive arrested (*jailed-5*)

INTERFERE Appear in the scene, threatening with a shrill bark

- ❖ Force the Hero to reveal what's going on (**Exposure** or *intimidated-3*)
- ❖ Become suspicious (gain *suspicious-3*)
- ❖ Describe a cruel punishment in detail (*intimidated-3*)



Journey – Occasion
Harvest Festival

Every year, the community celebrates the last harvest before the coming winter, congregating in a field near the village with a colorful, food-rich festival just as the sun begins to set.

Tags: everyone's here, fireflies, fresh harvest, twilight gloaming, or harvest moon

GENERAL CONSEQUENCES

- ❖ You say something rude or that brings bad luck (*embarrassed-2* or *cursed-2*).
- ❖ You eat too much of the harvest food (*stuffed-2*).
- ❖ You get lost in the revelry, in conversation, or in the corn maze (*time-passes-1*).

WORRIED FARMER

A farmer looks forlorn (*worried-3*) carrying only the palest, most wilted of produce in her cart.

- ❖ Other farmers grow worried that their own crops may be blighted or cursed (*growing-panic-4*).
- ❖ Someone points at a recent event you were involved in as the cause (the community gets *suspicious-3*).
- ❖ You realise you ate one of the rotten goods (*sickened-2*).

FARMER'S MARKET

You wander into the farmers' market and a faire celebrating homemade crafts, with many *tempting wares*.

- ❖ The smell of home-cooked food makes your stomach grumble (*hungry-1*).
- ❖ A local artisan gets you chatting about something tediously mundane (*bored-3*).
- ❖ You spend too much money on locally made crafts or sweets (*short-on-coin-1*).

BLOOD MOON

The moon's light shines strangely tonight, illuminating faces with a malicious glow.

- ❖ The moon's light awakens something in you (*lunacy-2*).
- ❖ Someone in the crowd does something inappropriate, to the gasps of many (**Ill Tidings**).
- ❖ You find yourself tempted to surrender to your urges and act against your morals (*tempted-3*).

BONFYRE DANCE

Young and old (but mostly young) dance around the fires, burning animal bones that give a heady *smoke* and keep the insects at bay. You are invited to join.

- ❖ You stand downwind and inhale smoke (*coughing-2* and *tired-2*).
- ❖ You get too close to the fire (*scorched fingers* or scratch a tag for a piece of gear).
- ❖ Someone expects you to dance with them (*tired-2* or they are *insulted-2*).
- ❖ No one wants to dance with you (*dejected-2* or *embarrassed-2*).

FERTILITY RITUAL

A priest carrying a sickle performs an elaborate rite before a *gathering crowd* to bless the fields, calling you to participate.

- ❖ You fumble your part, earning scorn and ridicule (*embarrassed-3*).
- ❖ The magic of the ritual is broken (the community gains *wilting curse* next year).

MURDER IN THE CORN MAZE

The children are having fun in a *cornfield maze*. Suddenly you hear a scream from the *darkness*, and a call of "Murder! Murder!".

- ❖ You become lost in the maze (*lost-2*).
- ❖ The killer comes out of the corn and attacks you (**New Challenge**: Brutal Outlaw, page 131, inflicting *surprised-2* and then *wounded-3*).



Journey - Landscape

Insular Hamlet

This hamlet seemed innocent enough at first, but as you pass through the main square the villagers eye you with suspicion and malice.

Tags: traditional values, vigilant locals

GENERAL CONSEQUENCES

- ❖ Attract the attention of a suspicious local (they gain *suspicious-2*).
- ❖ Startle a large domesticated animal (*trampled-3* and **Exposure**).
- ❖ Cut yourself on a tool or a rusty farm implement (*cut-hand-2*, and if not lessened fully, also *sickened-2*).

MIDNIGHT TRYST

While you are trying to sneak or hide in the **darkness**, you stumble upon a pair of young lovers who have snuck off past curfew.

- ❖ You stumble through brambles as you try to avoid them (*wounded-legs-1*)
- ❖ You are noticed and they accuse you of following them (**Exposure** and *embarrassed-3*).

INJURED ANIMAL

You find an injured farm animal in screaming pain (**terrified-3**).

- ❖ You leave the animal in tortured pain (*guilty-2*) or kill it yourself (*shaken-2*).
- ❖ The animal's wounds or disease seem unnatural in origin (**Ill Tidings**)
- ❖ The animal acts in distress, and harms you (*bruised-1*) or escapes (**Ill Tidings**).

SITTING ON THE PORCH

You pass a few village folk just sitting on their porches, telling tales.

- ❖ You are taken in by one of their tall tales (*misinformed-2* or *time-passes-1*).
- ❖ You are frightened by one of their scary stories (*scared-2*).
- ❖ You leave an impression of being weak, dangerous, or unimportant (*ill-repute-2*).

PLEA FOR HELP

A farm girl comes to you, crying (**desperate-3**). She tries to tell you that the Elders do not let maidens marry whom they want and asks that you intervene.

- ❖ The villagers notice her speaking with you (*suspected-3*) and her parents lock her away (**Ill Tidings**).
- ❖ Your heart grows heavy with how you handle things (*guilty-3*).
- ❖ The girl convinces you to help her escape to the next town (*convinced-3*).

RESTLESS NIGHT

You wake up in the **dead of night** to the sound of ominous chanting. You see eerie lantern lights move around the town's outskirts.

- ❖ You feel unsafe and cannot go back to sleep (**Blocked** and *tired-3* the next day).
- ❖ A townspeople notices you watching them, then disappears (**Exposure**, *suspected-3*, and **Blocked**); you know that face, and it knows you.
- ❖ You stumble upon an eldritch ritual (**New Challenge**: a handful of Obsessive Cultists, page 163)

NOT WELCOME HERE

A group of locals begin to surround you with **knives and ropes**, calling out "We've had enough of your kind here!" (**angry-3**)

- ❖ You are surrounded (*surrounded-3*).
- ❖ The locals decide to get rid of you once and for all (*wounded-3*).
- ❖ You are pushed out of town (**Blocked**).

OUTSKIRTS & FIELDS

The edge of the village and the fields beyond are every peasant child's magical realm. In between working the land and tending to the farm, one can thread the edge of the familiar and come across an old well or the Wise One's hut, and sometimes much darker things, that creep in from the world at large.

ABANDONED WELL ♫ ♫

Influence, Mystery

A well is a central meeting point in a village, where cleansing, lifegiving water can be pulled from deep below the ground. When finding an unused well, overgrown with weeds, one must ask themselves what happened that made the locals abandon it.

The well can be haunted by a spirit, corrupted by evil forces, or simply poisoned – use the appropriate Threats & Consequence.

LIMITS

CLIMB OUT 3
CLEANSE 4

TAGS & STATUSES

cold water
it's dark down there
malign influence
slimy stones

THREATS & CONSEQUENCES

CAUSE THIRST The well stands gloomy, unused. Is it safe to drink? You're getting thirsty.
❖ The water looks inviting (*thirsty-2*)

ATTRACT Wailing cries echo from the well, like that of a crying child
❖ The cries are harping on the strings of a Hero's heart (*guilt-3*)

ATTRACT An eerie glow emanates from below the waters
❖ Entrance someone looking in (*mesmerized-2*)

SLIP As you climb, you begin to lose your grip
❖ Hurt on the way down (*bruised-2*)
❖ The water is foul (*poisoned-2* or *corrupted-2*)
❖ The lurker in the well attacks from below (**New Challenge:** Boggart page 124, Drowning Beauty page 152, or Backwoods Haunting page 123)

AN HONEST DAY'S WORK ♫♪

Countdown

Work in the farmstead and the fields can be long and punishing.

It takes stamina to make it through, and a lot of common sense to avoid the simple dangers and hardships of manual labor.

— LIMITS —

FINISH THE WORK 4

SUNDOWN 3 2

Deliver one of the **End of Day** Consequences.

— TAGS & STATUSES —

hot day

cold day

or busy day

THREATS & CONSEQUENCE

WORK This work needs to get done or there will be hell to pay

- ◆ The work takes time or is delayed (*time-passes-1* on **sundown**)
- ◆ Workers are exhausted (*tire-2*)
- ◆ Workers misplace something important to the work (scratch a tag)
- ◆ A worker suffers an accident using farm equipment (*wounded-1*)

DISTRACT The workers begin to ponder a break...

- ◆ The break extends too long (*time-passes-1* on **sundown**)
- ◆ Workers that didn't get a break become *disgruntled-2*
- ◆ A visitor comes by during the break bearing news (**New Challenge**: Crafty Rumormonger, page 114)

END OF DAY Use when **sundown** is maxed.

- ◆ Not enough food to go around (*hungry-2*)
- ◆ The stockpiles are not filled with needed supplies (*short-on-supplies-2*)
- ◆ The boss is angry (*dismayed-2* and *short-on-coin-2*)

BACKWOODS HAUNTING ♫♪♪

Aggressor, Pursuer

THREATS & CONSEQUENCES

SCREAM Pierce the night with a horrific scream

- ◆ Fill the living with the chill of death's terror (*terrified-3* to everyone)
- ◆ Refuse to be pushed back behind the veil (remove 2 tiers of *banished*, and the banisher gets *terrified-3*)

ATTACK Rend the veil between worlds with slashing claws

- ◆ Slash someone or something with cold claws (*wounded-3* or scratch a tag)
- ◆ Carry someone into the air, then drop them (*aches-all-over-3* and *prone-1*)

CHASE Move invisibly as its next victim feels its presence closeby

- ◆ Swiftly draw closer (*drawing-closer-1*)

FLEE Let out short, hesitant shrieks

- ◆ Burst into a murder of crows, and vanish, leaving only deathly silence behind (**Blocked**)

— LIMITS —

HARM 2

APPEASE 3

BANISH 3

OUTRUN 4

— TAGS & STATUSES —

disembodied, obtuse-2, raging-3

☒ Violent spirit

(call them by their old name)



BOGGART ♫♪

Obstacle, Aggressor

A troublesome faerie spirit, common to barns, fields, and other lonely bucolic locales, the Boggart is an unwelcome guest and a supernatural pest. Its pranks and tricks might be funny, but such frivolities can turn dangerous in an instant. Folk wisdom suggests that addressing a Boggart directly by their name or fleeing during a prank will only make them angry.

The Boggart's *joyful* and *angered* are polar statuses, each with its own Limit (*entertain* and *turn violent*, respectively).

LIMITS

HARM 2

BANISH 2

ENTERTAIN 3 ↗

Bless someone with *lucky*-1 and leave the scene.

TURN VIOLENT 3 ↗

Begin using its **Fight** actions.

TAGS & STATUSES

invisible, *joyful*-1

SPECIAL FEATURES

FRUSTRATED

When a Hero fully lessens a Boggart's tricks, the Boggart gains *angered*-1.

THREATS & CONSEQUENCES

PRANK Sparkly faerie magics can be seen in the air, and a soft chuckle is heard

- ❖ Trip or push someone invisibly (*prone*-1 and either *bruised*-1 or *embarrassed*-1)
- ❖ Steal an important item (scratch a tag)
- ❖ Magically remove someone's clothes (*embarrassed*-2 and scratch a tag)
- ❖ Magically make something buckle, just as a Hero is about to support themselves on it (*bruised*-2)

FIGHT Move in close and crack knuckles

- ❖ Punch someone wildly in a flurry of blows (*bruised*-2)
- ❖ Shove someone onto their back or off of a high point (*prone*-2 or *wounded*-4)

HEDGE WITCH ♫ ♫

Obstacle, Sapper

Many witches live in proximity to rural settlements – close enough to offer their services to villagers in need, and far enough to preserve their privacy.

If met in a friendly setting or *convinced* to receive guests, the witch can offer to remove hexes, heal injuries or disease, or brew useful potions. If someone slighted them, endangered something they care about, or otherwise stood in their way, they could resort to using magic against that person.

LIMITS

HARM 2

CONVINCE 3

SCARE 3

RITUAL 4 ↗

Deliver one of the **Hex** Consequences with a long-term effect, to someone faraway, or to a group of people.

TAGS & STATUSES

curved dagger

ingredient satchel

magic cauldron

surly-2

SPECIAL FEATURES

DISRUPTED RITUAL

If the Hedge Witch is overcome while a ritual is in progress (*ritual* is at tier 1 to 3) or is otherwise prevented from completing the ritual, deliver a **Hex** Consequence as a side effect.

THREATS & CONSEQUENCES

WARN Present a warning, perhaps in rhyme, to steer the Heroes away from their current course

❖ The warning is troubling (*worried-2*)

❖ The warning remains hanging over the Heroes' head (*foretold danger*)

HAGGLE Make an annoyed face and claim that they don't have time for customers

❖ Demand something more (**Yes, But...**)

❖ Reject an offer of payment as insufficient (remove 1 tier from *convinced*)

❖ Point to an especially rude guest and hex them as punishment (*uncontrollable stutter*)

HEX Whisper ill-boding incantations and point at the object of their wrath

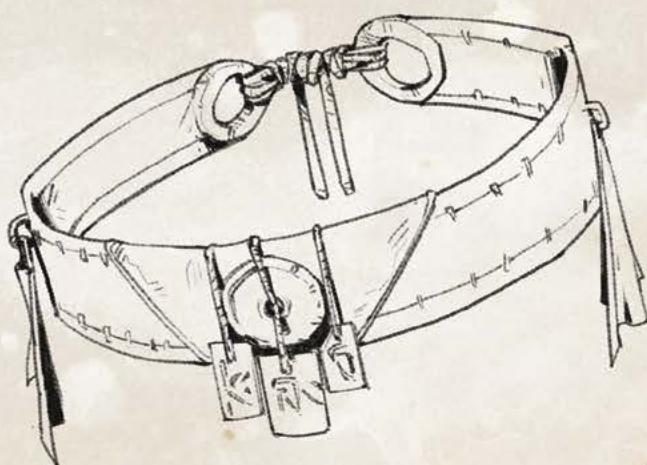
❖ Place an uncomfortable curse on someone (*blurred-vision-3, unlucky-2, always tripping, boils and warts, sword stuck to scabbard*, etc.)

❖ Call upon an ally to hound her victim (**New Challenge: Imposing Pet**, page 115; Boggart, page 124; or Grabbing Gnome, page 133)

❖ Call upon roots and grass to hinder her foes (*entangled-2*)

RITUAL Add ingredients to a cauldron and chant magic words

❖ The concoction bubbles, changes color, and releases white vapors (*ritual-1*)



LONE TRACKER ♫♪

Watcher, Pursuer

Those who live in the wilds come to depend on their skills in tracking, hunting, skinning, crafting, and laying traps. They don't appreciate intruders into their lands, especially those who come seeking to upset the secrets their family has been keeping for generations. Sometimes such a hunter is paid to bring a troublesome person in.

— LIMITS —

HARM 2

AVOID 3

CONVINCE 3

SCARE 3

— TAGS & STATUSES —

tracker

hunting bow

woven net

camouflaged-2

surly-2

— THREATS & CONSEQUENCES —

TRACK An impending sense of being followed takes over the Heroes

- ◊ Close in on the Heroes (remove two tiers from a hiding status or *avoid*)
- ◊ Find the Heroes (**Exposure**) and get into position to strike (gain *poised-2*)

HUNT Crouch slightly, preparing to strike

- ◊ Attack someone with a bow or hunting knife (*wounded-2*)
- ◊ Ensnare someone with a net (*restrained-2*)
- ◊ Hide in the underbrush (gain *camouflaged-2*)

TRAP A sudden brush of air and a tightening rope - it's a trap!

- ◊ The Hero is caught by a snare (*surprised-2* and *restrained-3*)
- ◊ The Hero falls into a covered pit trap (*surprised-2* and then *bruised-2* and *trapped-2*).

MOLDERING JACK ♫♪

Aggressor

Creeping and growing among fallow fields, old pumpkins can come to monstrous life, ballooning in size and giving off a horrid stench. With strangling vines and a wicked grin, the Moldering Jack takes pleasure in eating farm animals, pets, and children, hidden within the impenetrable fog that always seems to accompany it.

Legends tell that the Moldering Jack fears only the tools of harvest reaping.

— LIMITS —

HARM 4

EXHAUST 7

BANISH 6

— TAGS & STATUSES —

foul stench, animated vines

☒ Physical durability (bladed farm implements)

— THREATS & CONSEQUENCES —

CREEP Fog rolls in and a strange silhouette moves within it

- ◊ The area is covered in a thick fog (*foggy-2* and *frightened-2* to everyone)

GRASP Reach out with snaking vines, grasping at several victims

- ◊ Grapple someone's legs and pull them to the ground (*restrained-2* and *prone-2*)
- ◊ Lash around a farm implement and throw it into the fog (scratch a tag)
- ◊ Pull someone closer to its terrifying mouth (*restrained-3*)
- ◊ Consume someone (*swallowed-4* and *moldy-3*)
- ◊ Infect something or someone with its cursed mold (*moldy-2*)

OMINOUS RAVEN ♫

Sapper

The creaking caw of a raven can be an omen of a horrific fate to come. Unlike most birds, the Ominous Raven can speak. When it foretells the future, its words are clear and haunting, perhaps later recalled around the fireside – or evoking nightmares.

By foretelling a future event, the raven makes ominous Threats that hang over a Hero like a sword.

Later in the story, if the Hero still carries the story tag, the unaddressed long-term Threat can become Consequences in the form of a Complication, or worse; suggestions are given below.

LIMITS

SLAY 1

SCARE AWAY 1

The Ominous Raven makes a Threat, just before flying away.

TAGS & STATUSES

black as night

small animal

THREATS & CONSEQUENCES

LOSS The raven caws: “You are doomed to lose the thing you love most.”

❖ Make a Hero fear for what is theirs (*possessive-1* and *prophesied loss*; manifests later as marking 2 Abandon)

HARDSHIP The raven croaks: “The hardships before you will prove too great for your measure.”

❖ Make a Hero fear they’ll betray their principles (*worried-1* and *prophesied hardship*; manifests later as *disheartened-3* after a setback)

DEMISE The raven shrieks: “You shall meet a grisly end before your time!”

❖ Make a Hero fear for their lives (*cautious-1* and *prophesied demise*; manifests later as *death-knell-3* before a great battle or dangerous undertaking)

RUNAWAY FARM ANIMAL ♫

Charge, Quarry, Aggressor

Bulls, cows, sheep, and goats often find themselves in trouble, having wandered out of their pens or gotten stuck on a hillside or in a ditch. Finding and securing livestock and pets can be a full time activity out in the fields.

LIMITS

HARM 2

CALM 2

ESCAPE 3

BOND 2

THREATS & CONSEQUENCES

FLIGHT Run wildly away

❖ Cover some distance in its frantic escape (*escaping-1*)

❖ Lead pursuers through a prickly thicket or a dangerous ledge (*slowed-2* or *bruised-1*)

❖ Get into a bush, pit, trapped under a rock, or similar (*stuck-3*)

FIGHT Back against a barrier, ready to defend itself

❖ Let out a braying scream or howl (give *tense-1* and it gains *evasive-2*)

❖ Bite, scratch, kick, or claw (*bruised-1*)

SPOIL Spot something it can ruin, like a garden, a party, or white linen on a clothesline

❖ Make a mess (**Ill Tidings** or give *ruined-2*)

TAGS & STATUSES

strong or spry

frightened-2

and possibly *escaping-1* (if already on the loose)



Journey - Landscape

Windswept Farmlands

As the wind howls across the plains, wheat dancing in its wake, a cloud above casts a foreboding shadow as it approaches from the faraway tree line. You realize these pastoral surroundings might not be as safe as you'd assumed.

Tags: gnarled orchards, quaint, strong winds, wide grain fields

GENERAL CONSEQUENCES

- ❖ You are momentarily lost in the high barley or dense orchards (*lost-1*).
- ❖ You grow tired crossing the land (*tired-1*).
- ❖ The sun hangs lower in the sky (*time-passes-1*).

HAUNTING GALE

You are buffeted by an ill wind (*windy*-3). Clouds churn on the horizon.

- ❖ The cover you aim for is unreachable (**Blocked**).
- ❖ The winds pellet you harshly (*bruised*-3 or *exhausted*-3).
- ❖ The wind seems to cry in a distinct, shrill voice (*frightened*-2).

FALLOW FIELD

A stretch of *rotting pumpkin* fields give off a powerful stench.

- ❖ The putrid scent is nauseating (*sickened*-2).
- ❖ By passing through, you catch nits (*itching*-2).
- ❖ A foul fog begins to spread (**New Challenge**: Moldering Jack, page 126).

FORK IN THE ROAD

You come upon a fork in the road and it's not clear which way to go.

- ❖ You continue up the wrong path (*lost*-3 or *time-passes*-2).
- ❖ You are offered help from a dapper stranger who appears out of the tall grasses (**New Challenge**: Bargaining Devil, page 156).

FARTHEST FROM HOME

You realize you are about to venture farther from home than you've ever been.

- ❖ You are somewhat *scared*-2 of venturing into the world.
- ❖ Your heart longs for the company of your family and friends (*homesick*-2).
- ❖ You don't know the paths going forward (*lost*-2).

OVERCOME BY INSECTS

You realize you are surrounded by a humming *throng* of insects.

- ❖ Something lays its eggs in you or your hair (*poisoned*-2 or *itching*-2).
- ❖ Your pack is full of insects (scratch a tag for something perishable, or *short-on-supplies*-1).
- ❖ You lose control of your mount (*spooked*-3).

BAD OMEN

You notice *superstitious signs* that your journey may not be a safe one.

- ❖ You are shaken (*worried*-3).
- ❖ A carrion crow settles on a fence near you (**New Challenge**: Ominous Raven, page 127).

LONESOME FARM

You pass by a remote farmhouse, wondering if it's a good place to find *provisions* and rest. Upon your approach, you notice a *suspicious*-2 farmer putting about.

- ❖ You refrain, or you are turned away, and must rely on your own supply (*short-on-supplies*-1) or find your own place to rest (**Complication**).
- ❖ The farmer takes note of you and reports it to someone else (**Exposure** or **New Challenge**: Soldier, page 179).
- ❖ (If stealing food) The farmer comes after you with a pitchfork (**New Challenge**: Commoner, page 113).

ROADSIDE MINSTREL

You encounter a traveling minstrel along an old dirt road, offering *beautiful music* and *delicious gossip*.

- ❖ He shares with you some untrue rumors (*misinformed*-2).
- ❖ You spend the day and evening listening to tales and songs, slowing your progress (*time-passes*-2).
- ❖ Some time after his departure, something pretty important is found to be missing (scratch a tag).

ON THE TRAIL

Travel by road offers many advantages, not least of which are sure footing and a clear path to follow. But whether the monarch's highway, a rural byway, or a mountain trail, all roads have the troublesome feature of being shared; there are unscrupulous travellers who could pose greater dangers than those of the wilds.

AMBITIOUS CONJURER ♫♪

Sapper, Aggressor

Sorcery is taken up by folks of all kinds, including those who seek its mysteries only to increase their own wealth and power. The Ambitious Conjurer is a renegade to a school of magic, a spell-slinging brigand, or some other ne'er-do-well who has found a nefarious purpose for their magic.

LIMITS

HARM 2

CONVINCE 3

SCARE 3

TAGS & STATUSES

notched wand

scorched spellbook

quick fingers

snooty-2

warded-against-harm-3

✗ Sorcery (take wand)

THREATS & CONSEQUENCES

BEGUILE Begin talking and talking in an increasingly sinister tone

◊ Charm the pants off someone (*beguiled-2* or *distracted-2*)

◊ Rile themself up with a monologue about power (gain *ambitious-2*)

◊ Subtly steal something from someone they're talking to (scratch a tag)

CONJURE Roll wrists and arms, making intricate magical motions

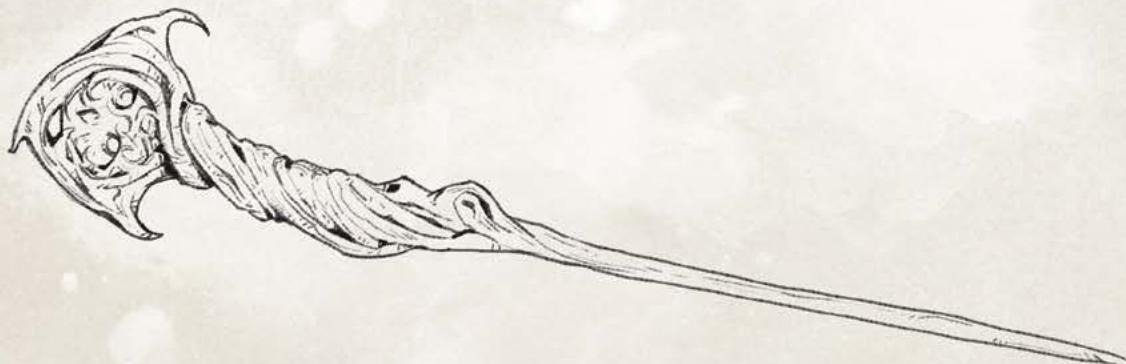
◊ Conjure forth a useful item (*knife*, *floating shield*, or *magical flames*)

◊ Enchant a weapon to come alive and defend them (**Blocked**, and
New Challenge: *disenchant* 2, gives *wounded-2* or *bleeding-2*)

◊ Unleash a blast of fire or sheer force (*burned-2*, *blown-back-2*, or
bruised-2 to several targets)

◊ Conjure chains to bind someone (*restrained-3*)

◊ Recall the wand to their hand (recover *notched wand*, if not broken)



BRUTAL OUTLAW ✶✶✶

Aggressor

Using strength of arms to hold up travelers and the wealthy, the Outlaw likes to engage in brutality to prove they're willing to hurt innocents. Secretly, the Outlaw is a bit of a coward, ready to flee if their ambush doesn't go as planned. However, if the Outlaw is following a leader they trust, remove this tag.

— LIMITS —

HARM 3

SCARE 3

— TAGS & STATUSES —

coward

stolen sword or

stolen bow

brutal-2

— THREATS & CONSEQUENCES —

AMBUSH Something moves among the shadows

- ❖ Fire arrows or lunge at someone with weapon drawn (*intimidated*-3 and *wounded*-1 or scratch a weapon tag)
- ❖ Kill a bystander (*intimidated*-3, and **III Tidings** or scratch a tag)

DEMAND Point a weapon aggressively, shouting "Stand and deliver!"

- ❖ Take something of value (scratch a tag or *penniless*-5)
- ❖ Hurt someone just for fun (*wounded*-2)

FIGHT Cackle and shift their weight from side to side as they weigh their opponent

- ❖ Strike with a blade or feather someone with arrows (*wounded*-3)
- ❖ Shove an opponent back (**Blocked** or *off-balance*-2)

DISMAL FERRY RIDE ✶✿

Countdown, Sapper, Mystery

On a dreary day or a fog-logged night, this visibly rotting, barnacle-ritten vessel is the only way across the water. With a handful of strange, distrustful passengers huddling under their cloaks and cowls, and a despicable, greedy ferry driver this promises to be one heck of a jolly ride.

— LIMITS —

ARRIVE 6

SINK 4

— TAGS & STATUSES —

gloomy, built to last, surly-2 driver,
☒ Large and heavy

— SPECIAL FEATURES —

IT CAN ONLY GO SO FAST

When an action gives the Ferry a movement status (*fast, advancing*, etc.), for every tier received above 1, it also takes *damaged*-1.

— THREATS & CONSEQUENCES —

EMBARK A few passengers gather and board while the driver collects the fare

- ❖ The driver charges for the fare (*short-on-coin*-1), no freeloaders allowed (**Blocked**)
- ❖ A poor passenger begs you to pay for them (*short-on-coin*-1 or *awkward*-2)
- ❖ Passengers huddle in their places and throw hoods over their heads (*hidden-face*-3)

CREEP The ferry driver pushes the winch ever so slowly and the journey draws out

- ❖ The doldrum and the dour view make a Hero *forlorn*-2 or *sleepy*-2
- ❖ The chain or rope breaks and must be repaired to continue (**Blocked**)
- ❖ The driver asks for help from the passengers, or extra coin (**Complication**, or *short-on-coin*-1 and Ferry takes *advancing*-1)
- ❖ Anyone operating the winch becomes *exhausted*-2 (Ferry takes *advancing*-1)

SURPRISE One of the passengers whose face is covered shifts unnervingly

- ❖ The passenger makes the first move (**New Challenge**: Avoided Acquaintance, page 112, Ambitious Conjurer, page 130, Rival Bard, page 165, Catspaw, page 169, or Unshiven Revenant, page 159)



DOG BOYS ♫ ♫ ♫

Aggressor

A pack of adolescents with the heads of dogs, the Boys once ventured into a cursed land or crossed the wrong witch. These vicious kids roam the roads in packs of a dozen or more, seeking food and mischief. Their curse may be lifted by magic or if they are convinced to perform three deeds of kindness.

LIMITS

HARM 2

SCARE 3

PARLEY 4

LIFT CURSE 6

THREATS & CONSEQUENCES

PICK OFF THE WEAK Come upon an individual and begin to surround them

- ❖ Laugh at someone, making fun of their shortcomings (*provoked-3*)
- ❖ Close in (*surrounded-3*)
- ❖ Take turns biting and scratching (*bitten-2*)

TAGS & STATUSES

hound's sense of smell

vicious-2

❖ Numbers

HARRY Approach a caravan, barking

- ❖ Growl with rage (*intimidated-3* or give mounts *spooked-3*)
- ❖ Grab something (scratch a tag or *short-on-supplies-2*)

GRABBING GNOME ♦♦

Sapper

Pouncing out of the depths of a small cave or a tree trunk, this little elderly Gnome literally attaches themself onto an unlucky passerby. The Gnome then drags along the ground, supernaturally heavy, a burden that slows their victim down to great annoyance and potential peril.

Some say the Gnome is actually a useful creature, with great insights into matters of craftsmanship. If only they were less irksome in every way.

— LIMITS —

HARM 2

REMOVE 4

— TAGS & STATUSES —

ancient magic

handicraft skills

annoying-2

☒ Weight and grip (tickled)

— SPECIAL FEATURES —

ONE FLESH

The host suffers any physical harm status that is inflicted on the Gnome while they are attached.

— THREATS & CONSEQUENCES —

ATTACH Scamper underfoot

❖ Grab onto someone's leg, arm, or back, half-merging with it (**Complication**).

HINDER Drag along the ground wailing

- ❖ Slow down (*slowed-2*)
- ❖ Get on their host's nerves (*annoyed-2*)
- ❖ Draw attention (**Exposure**)

SHREWD MERCHANT ♦♦

Influence

Noting your potential interest in their wares, the Shrewd Merchant is ready to talk you into buying something with what coin you have. *Interested* is a compelling status; walking away while *interested* is a challenging action. It also hinders lessening the price status (*short-on-coin*).

— TAGS & STATUSES —

interesting wares

shrewd

talkative-2

☒ Trade and travel

— SPECIAL FEATURES —

TEMPTING WARES

When the Shrewd Merchant is first Established, at least one Hero becomes *interested-3* in what the Merchant has on offer.

— THREATS & CONSEQUENCES —

SHOW INVENTORY Beckon to peruse the goods

- ❖ Listen to the Hero and measure them up (gain *insight-1*)
- ❖ Show something of interest, and press on it (give *interested-1*)

HAGGLE Engage in lively chatter, praising the qualities of their wares

- ❖ Spin a tale of poverty and misfortune, or point at the item's scarcity and quality (give *interested-1*)
- ❖ Offer a bargain price (give item tag and *short-on-coin-3*)



Journey - Landscape

Lawless Roadway

The road meanders through the countryside, twisting between hills and delving into forests, carrying not only travellers to their destination but also ruthless miscreants and strange wanderers.

Tags: *a fair road, twists and turns, many hiding places*

GENERAL CONSEQUENCES

- ❖ You are ambushed by an opportunistic bandit (**New Challenge:** Brutal Outlaw, page 131)
- ❖ You begin to feel tired, or forlorn (*tired-2* or *homesick-2*).
- ❖ You come upon a crossroads, but you're unsure where to turn (*lost-2*).

BRIDGE AMBUSH

You thought you saw movement ahead, by an old rickety bridge, but no one is there now.

- ❖ Going around forces you to make a wide detour (*time-passes-2* and *tired-2*).
- ❖ An unsavory figure hops out from hiding, blocking the way back (**Blocked** and any **New Challenge** from this section).
- ❖ A part of the bridge collapses underfoot, leaving one of you *hanging-by-your-fingers-4*.

BLOCKED ROAD

A landslide, flood, or fallen trees have made passage difficult here. It will be *hard to cross* on foot, and *harder on a mount or transport*.

- ❖ You or a mount is badly injured (*wounded-3*) or your transport breaks an axle or wheel (*broken-3*).
- ❖ Crossing carefully or removing the obstacle takes time and effort (*short-on-supplies-1*, *time-passes-1*, or *tired-2*).

TRADERS AT THE CROSSROADS

Several *trader carts* are circled together for protection near a crossway.

- ❖ You trade with them, but pay more than you should (*short-on-coin-2*).
- ❖ You are accosted by a particularly aggressive trader (**New Challenge**: Shrewd Merchant, page 133).
- ❖ A trader of wine or ale offers you a sip of something strong (*drunk-3*).
- ❖ You become *enamored-3* with someone you see at the encampment.

WANDERING PILGRIM

You come upon a pilgrim who begs you to sit a while, break bread, and talk to them.

- ❖ The pilgrim leaves you pondering their strange religious philosophy (*inspired-2* or *indoctrinated-2*).
- ❖ The pilgrim is famished and eats more than their fair share (*short-on-supplies-1*).
- ❖ You lose yourself in the discussion (*time-passes-1*).
- ❖ The pilgrim warns you that ignoring them will spark the ire of nature, fate, or of a deity (scratch a related tag or *cursed-2*).

CARAVAN UNDER ATTACK!

You hear a ruckus up ahead. As you clear a corner, you see an embattled caravan under attack by raiders.

- ❖ The pillar of smoke from the ravaged caravan is seen for miles (**Ill Tidings**).
- ❖ You feel *guilty-3* or gain *ill-repute-3*, for not helping or for failing to help.
- ❖ The raiders spot you and mark you as their next victim (**New Challenge**: Dog Boys, page 132).

STAGNANT POND

The road stoops into a wide *pond* that reeks of rot and disease. Far ahead you see the road continues.

- ❖ Noxious fumes assault you (*sickened-2*).
- ❖ You slide into the mud (*stuck-2*).
- ❖ This miserable experience sours your mood (*dejected-2*).
- ❖ An insect stings you, or your mount (*sickened-3* and *fever* the next morning).

TAX COLLECTOR

At a narrow point in the road, a smug magistrate has set up a checkpoint for collecting toll.

- ❖ You pay dearly for the right to cross (*short-on-coin-3* or scratch a tag).
- ❖ The magistrate takes note of your name or face (*marked-3*).
- ❖ The magistrate and his men press you for payment (**New Challenge**: Stern Magistrate, page 117, and Soldiers, page 179).

IN THE WILDS

At the edge of the forest, the fells, the desert, or the tundra, the familiar fades away and a world of rugged peril unfurls before the brave traveler – or the foolish one. For in the depth of wilderness, beasts prowl and monstrous creatures skulk about, and the land itself is ready to devour an unwitting wanderer before it would reveal its marvels.

ANTLERED FOREST SPIRIT ♫ ♫ ♫ ♫

Quarry, Mystery

Mysterious entities born of the wild stalk the deep reaches of the natural world, quietly and subtly cultivating it at the same time as they embody it. The Antlered Forest Spirit cares not for worldly concerns. It is a walking embodiment of natural splendor, wonder, and life. Those who seek wisdom beyond mortal ken might seek it but often an encounter with such a mysterious spirit leaves one forever changed.

LIMITS

BIND OR BANISH 4

FIND 4

CONVINCE 4

BOND 5

TAGS & STATUSES

regal antlers

ethereal-3

wise-beyond-words-3

mysterious-3

• One with this wilderness
(a true heart)

SPECIAL FEATURES

TWISTED (+♦)

Not all antlered spirits are life-loving; some are manifestations of the deeply disturbing darkness of nature. Increase *bind-or-banish* and all Consequences by 1, and change the statuses it gives to *driven-mad* and *ripped-apart*.

THREATS & CONSEQUENCES

EVADE Seen only for a moment, the antlered being remains out of reach

- ❖ Sense those who would seek it (**Exposure**)
- ❖ Escape (remove two tiers from *find*)

FOREWARN Give an unspoken warning

- ❖ Look back at you with foreboding (*frightened-3* and *curse of nature's betrayal*)

EMANATE SPLENDOR Stare with unfathomable intent as the world blooms around it

- ❖ Make onlookers experience awe at nature (*awed-5* or *awakened-5*)
- ❖ Plants grow to obscure and harry (*wild thicket* and remove 3 tiers of preparation statuses)
- ❖ Someone unworthy is returned to nature as plants, grass, and fungi grow out of their body (*consumed-4* or *transformed-4*)



BEWITCHING GLADE ♫♫♫

Obstacle, Influence, Aggressor

This stunningly beautiful rest spot soon turns out to be too good to be true.

Faerie enchantments, animated brambles, and the threat of eternal sleep all await foolish Heroes. Old tales speak of folk heroes who reversed the spell, or at least weakened it, by wearing their coat inside out. Sometimes a Bewitched Glade hides a treasure or secret within it, or on its other side.

— LIMITS —

ESCAPE 4

— TAGS & STATUSES —

enchanting splendor
thorny brambles
tempting-3

☒ Enchantment of the Wits
(reverse clothing)

— THREATS & CONSEQUENCES —

LURE A beautiful verdant glade seems a useful spot to stop and rest

- ❖ The group is *tempted-3* to stop for a while (the Fellowship gains *supplied-1*)
- ❖ Entice someone to take a nap (*sleepy-4*)

ENSNARE The undergrowth expands, surrounding the company with thorn-covered vines

- ❖ Grab someone with creeping brambles (*cut-2* and *entangled-3*)
- ❖ Enchant someone to forget themselves (*memory-loss-4*)
- ❖ Confuse an escaping person so they lose their way (*lost-3* or *befuddled-3*)

BIG CAT ♫

Aggressor, Pursuer

A starving predator prowls this wilderness and it will not balk at bony travellers, nor their more meaty riding mounts, to sustain itself. When it pounces at its prey, its *stealthy* status hinders reaction and is then removed.

— LIMITS —

HARM 3

SCARE 3

ESCAPE 3

BOND 4

— TAGS & STATUSES —

hungry
hunter's senses
stealthy-3

☒ Physical prowess (starve)

— THREATS & CONSEQUENCES —

HUNT Animal life nearby grows terribly quiet

- ❖ Sniff out its prey (remove 2 tiers of *hidden* or *stealthy*)
- ❖ Run in the undergrowth, no louder than the wind (*catching-up-2*)
- ❖ Pounce at its prey and push them down (*pinned-3*), maul them (*mauled-3*), or bite their neck (*wounded-3*)
- ❖ Disappear deeper into the surrounding wilds (gain *stealthy-3*)

FIGHT Dig its claws in the ground and lower its head, growling

- ❖ Watch for attacks it can avoid (gain *evasive-2*)
- ❖ Claw and bite (*wounded-2*)
- ❖ Tear out of ropes, bonds, or restraints (remove 2 tiers of restraint statuses)

BLOODTHIRSTY REAVER ♫ ♫ ♫

Aggressor

Be they demons that crawled out of the nether realms or cunning, twisted creatures full of malice, Reavers are wiry and ferocious bipedal monsters who prowl the wild regions alone or in packs, laying waste to all in their path and killing or despoiling for sport or for sustenance. They bow to no one, save those who prove more destructive.

— LIMITS —

HARM 3

SCARE 5

— TAGS & STATUSES —

bloodspattered armor, fearsome

spiked cudgel, menacing-2

⚔ Physical prowess
(make docile)

— SPECIAL FEATURES —

BERSERKER

Whenever the Bloodthirsty Reaver takes a harmful physical status, they also take *frenzied* at the same tier.

— THREATS & CONSEQUENCES —

ENGAGE Howl with visceral rage

- ❖ Strike fear into an enemy (*intimidated-3*)
- ❖ Bolster themselves or their allies (give *frenzied-3*)
- ❖ Charge towards an enemy (gain *charging-2*)

BATTLE Swing a weapon and growl with battle fury

- ❖ Slay an innocent bystander (**Ill Tidings**)
- ❖ Wound someone gravely (*wounded-3*)
- ❖ Fight to the death and refuse to be captured (**Blocked**)

FABLED BIRD OF PREY ♫ ♫ ♫

Aggressor, Pursuer, Quarry

Legends tell of a magnificent and terrifying raptor – a roc, griffin, drake, or perhaps a harpy – that has built its nest in the region and feeds on roaming deer, bison, or yak. Those unfortunate enough to become its prey are picked off the ground in one fell swoop and are carried off to its mountain perch, never to be seen again.

The Bird's *swooping* hinders both attacks against it and reactions to its attacks. The Bird loses this status when it lands or when grounded.

— LIMITS —

HARM 4

CATCH OR ESCAPE 4

BOND 5

— TAGS & STATUSES —

keen sight

sharp talons

strong beak

swooping-2

⚔ Large and strong

— THREATS & CONSEQUENCES —

CIRCLE The shadow of a large bird of prey overhead passes over the land

- ❖ Climb higher (gain *swooping-2*)
- ❖ Swoop down and grab its prey with its talons (*grabbed-3*)
- ❖ Swoop down and tear someone or something to pieces (*slashed-3*)
- ❖ Drop a boulder on someone (*crushed-5*)

FLY Fly in pursuit of prey, or fly away with the prey it *grabbed*

- ❖ Flap its mighty wings, covering great distance at speed (*flying-away-2* or *drawing-closer-2*)
- ❖ Buffet an airborne adversary (*spinning-2*)
- ❖ If wounded, drop its prey (give *falling-1*)

FIGHT Flap, caw, slash, and hiss as it battles its adversaries on the ground

- ❖ Swat away with its wings or tail (*knocked-back-2* or *stunned-2* to nearby foes)
- ❖ Peck with its beak or claw with its talons (*bleeding-3*)
- ❖ Break out of bonds (remove 3 tiers of restraint statuses)

LOCAL GODLING ♫ ♫ ♫

Influence, Obstacle, Aggressor

Here and there one might find a natural feature so magical and pristine that it has its own godling. These spirits never leave their home, and so believe that they are the absolute masters of their world. Such tiny tyrants could be curious or frightful of strangers, and may demand respect from uninvited trespassers. Few know they often entwine the ambient natural power into a rare charm – a pretty pearl or engraved stone – and guard it with their lives.

— LIMITS —

BIND OR BANISH 4

PLACATE 3

— TAGS & STATUSES —

land magic, land magic charm, imperious-3

✖ God over a small area (remove charm from area)

— SPECIAL FEATURES —

MY PRECIOUS

The Godling possesses a *charm* that is *hidden-3*. If they learn that the charm was stolen, *placate* increases to 6, and they gain *upset-3* and a new Consequence: *curse-4* someone to always be thwarted by the Godling's type of land.

— THREATS & CONSEQUENCES —

PEEP Scuttle around, unseen, as it watches intruders

❖ Avoid being found (*hidden-3*)

❖ Find out why the Heroes are here (**Exposure**, and gain *upset-2* if undesired)

DECLARE Announce itself to intruders and stomp around, demanding respect

❖ Roar endearingly, yet the ground trembles (give *apprehensive-2*)

❖ Give someone a quest to fulfill (*promise to the godling*)

❖ Demand more in an accusing manner (**Yes, But...**, and it gains *upset-3*)

ATTACK Lift its arms as the ground begins to shake

❖ The land swallows someone up (*buried-4*)

❖ The wilderness changes around (*lost-2*)

MADDENED WOODCUTTER ♫ ♫ ♫

Aggressor, Charge

The Woodcutter only wants to do their job, felling trees for lumber. Unfortunately, solitude or faerie magic has maddened them, causing them to see people as trees that must be taken down with their axe. Often they mutter: "The trees have come alive..."

— LIMITS —

HARM 3

CALM 3

— TAGS & STATUSES —

axe mastery, strong and hearty, delusional-5, furious-2

— SPECIAL FEATURES —

BLOODY MAIMER

When the Woodcutter delivers a *wounded* Consequence that exceeds their victim's Limit, they lop off their hand, arm, leg or foot (*no right hand* or similar for a Hero, or *Ill Tidings*).

— THREATS & CONSEQUENCES —

HEFT Mutter to themselves and walk towards an axe stuck in a stump

❖ Scream about the trees coming after them (give *intimidated-2*)

❖ Pull the axe from the stump (gain *notched axe*)

FELL Begin to madly swing the axe

❖ Hit someone with the axe (*wounded-4*)

❖ Lop off someone's hand or foot (*no right hand* or similar)

MEGALITH ♣♣♣

Countdown, Charge, Mystery

A massive obelisk stands defiant against the sky, wreathed in an unsettling atmosphere. This structure feels strange and, above all, dangerous. Tales about it abound, but its true meaning is lost to time.

At some megalithic sites, evidence of worship can be found. Sometimes worshippers such as Hedge Witches (page 125) or Obsessive Cultists (page 163) surround the stone pillar.

LIMITS

BIND 5 ↗

The binder harnesses the power of the megalith, increasing their magical Might by one level (to a maximum of Greatness). Every action taken while thus bound gives the Megalith *worn-down-1* on *destroy* (it may be repaired).

DESTROY 6 ↗

The obelisk explodes with magical power and the pillar crumbles, inflicting *magical-fire-3* or *transformed-3* on everyone in the immediate area.

TAGS & STATUSES

smooth stone, solid stone, unsettling aura, cryptic-2,

☒ Deep strange magic (read aloud etchings in lost language)

THREATS & CONSEQUENCES

UNNERVE A feeling of dread surrounds the megalithic structure

❖ Everyone is filled with a sense of dread (*frightened-3* to everyone)

CURSE A thunderclap echoes from deep within the stone column

❖ Mark someone with a scar (*recognizable scar* and *cursed-3*)

❖ Warp someone's shape (*transformed-3* or mark Abandon on a theme of one's body)

❖ Reverse the nature of a magical spell, item, or effect (remove a magical status or tag, and create one with an opposite effect)

MONSTROUS SPIDER & WEB ♣♣♣

Aggressor

Skittering with its eight gigantic exoskeletal legs, the Monstrous Spider tends to lie in wait, letting its prey come to it. The webs it weaves are a fair bit thicker than normal-sized spider webs, and they're proportionally more sticky.

LIMITS

HARM 3

ESCAPE 3

BOND 5

TAGS & STATUSES

light sensitivity
sticky webs
tough shell
patient-2
nimble-3

☒ Horse-sized

THREATS & CONSEQUENCES

ENSNARE A strand of cobweb brushes one's cheek

❖ The victim becomes *entangled-3* in the web

ATTACK A giant spider emerges and begins to skitter forward

❖ Pounce and grip someone with its pincers or pin them with its legs (*grappled-3*)

❖ Inject with venom (*wounded-2* and if not fully lessened, *paralyzed-3*)

❖ Circle around, luring its target into another hidden web (choose *against-the-wall-3*, or *surprised-2* and then *entangled-3*)

SCUTTLE Begin to squeeze through a tight space

❖ Follow after an escaped victim (remove *escaping*)

❖ Escape through a crack (**Blocked**)

PROTECTIVE BEAR ♫ ♫ ♫

Obstacle, Aggressor, Support

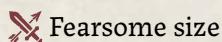
If a mother bear comes to see someone as a threat to her nearby cubs, she engages with fierce, unrelenting passion. A bear can be equally protective of a human companion they are bonded with such as a hedge witch or a druid.

LIMITS

HARM	4
CALM	3
BOND	4

TAGS & STATUSES

keen sense of smell, sharp claws and teeth, tree climber, terrific strength, cautious-2



Fearsome size

SPECIAL FEATURES

DEFENDER

Whenever the Bear's protectee would be physically attacked or harmed while the Bear is able to protect them, the Bear becomes the target of that action instead – before counting Power for the action.

THREATS & CONSEQUENCES

THREATEN

Stand tall, sniffing the air, to appear bigger

◆ Rear up menacingly (*intimidated-3* to everyone around)

◆ Work herself into a frenzy (gain *enraged-4*)

DEFEND

Glare with worried eyes at

◆ Rush between danger and their protectee (Block)

◆ Swat away threats to their protectee (give *protected-2*)

CHARGE

Run at full speed toward a perceived danger

◆ Slam someone down (*prone-3*)

◆ Rake claws (*wounded-3*)

◆ Sniff around (remove two tiers from a sneaking status)

◆ Become agitated (remove two tiers from *calm*)

RAMPAGING GIANT ♫ ♫ ♫ ♫

Aggressor

Smashing through the landscape, the Rampaging Giant terrorizes the populace with their size and destructive force. Not the most intelligent, however, they break the world out of fun, ignorance, or primal rage. One way to bring down a Giant is to feed them well, although satiating their Mighty appetite is no small feat!

LIMITS

HARM	5
OUTSMART	3
OVERFEED	4

The Giant sits down to digest or nap, recovering one tier of the feeding status every hour or so.

THREATS & CONSEQUENCES

DESTROY

Go on a rampage, heaving towards structures

◆ Tear down something big (*razed-4* and *Ill Tidings* if there are innocents within)

THROW

Grab a *cart*, *horse*, or similar object

◆ Throw it at someone (*wounded-4* to all involved)

FIGHT

Grasp at the annoying people

◆ Grab someone (*grappled-4* and if not fully lessened also *intimidated-2*)

◆ Squeeze someone grabbed (*crushed-4*) or throw them (*wounded-4* and *prone-2*)

◆ Figure out someone's place of hiding (*Exposure*)

◆ Figure out what someone grabbing on to them is doing (*Exposure*)

WILL-O'-THE-WISP ♫ ♫

Influence, Sapper, Mystery

A distant flickering lantern or torch, a vague sign of life, or a strange vision in the fog sometimes appears at night in remote places. While it takes the guise of something desired, its guidance must not be trusted: it's a promise of safety that always ends in disaster. Those who *ignore* it three times are spared (use a Simple outcome, or a Quick outcome if a Hero is *hopeful* or *curious*). Those who follow it successfully, *follow* it to their doom.

LIMITS

BIND OR BANISH 2

IGNORE 3

FOLLOW 3 2

Deliver one of the **Follow** Consequences.

TAGS & STATUSES

flickering light

hovering light

blurry-2

SPECIAL FEATURES

THRICE IGNORED

Whenever a Hero successfully ignores the Will-O'-The-Wisp, give the Wisp *ignored-1*.

THREATS & CONSEQUENCES

LURE

Flicker and bounce around the landscape

- ◆ Give hope, or arouse curiosity (*hopeful-2* or *curious-2*)
- ◆ Illuminate an interesting landmark or item (add a tag)
- ◆ Move over an obstacle, making it harder to follow (add a tag such as *difficult underbrush* or *knee-deep water*)
- ◆ Pull away so it's even harder to make out what it is (*blurry-2*)

DISTRACT

Dance around someone, lighting up the dark

- ◆ Dazzle someone (*blurred-vision-2*)
- ◆ Transfix someone's attention (*distracted-2*)

FOLLOW

Use when *follow* is maxed.

- ◆ The path leads to a hidden *tar pit* (*surprised-2* then *stuck-3*)
- ◆ The path leads to a hidden *crevice* (*surprised-2* then *wounded-3* and *limping*)
- ◆ The path leads to a Bewitching Glade (**New Challenge**, page 138)
- ◆ The path leads to a Megalith (**New Challenge**, page 141)

WRATHWOOD TREE ♫ ♫ ♫

Aggressor

The Wrathwood Tree is a malevolent tree that grasps at passersby to drink their blood. It may be that an evil spirit possessed a natural tree, or that one grew from a cursed seed. It is often found where a tragedy occurred. The tree gives no warning signs to betray its nature; the only Threat is that of being in an eerie place, one demanding vigilance.

LIMITS

CUT DOWN 3

CLEANSE 5

SATE 2

TAGS & STATUSES

thick gnarled limbs, fruit-bearing branches, bloodthirsty-3

☒ Large and strong

SPECIAL FEATURES

SLAP AWAY

Whenever someone approaches the tree while it already has someone *grabbed*, it first hefts its branches at them so they're *pushed-away-3*.

THREATS & CONSEQUENCES

AMBUSH

The group travels through an eerie woods or unnerving land, where the trees bend and creak in the blowing wind

- ◆ Branches suddenly move to grasp someone! (*surprised-3* to everyone nearby, and then *grabbed-3* to the victim)

GRASP

Reach out with growing, sucking branches

- ◆ Grab another victim or strengthen its hold (*grabbed-3*)
- ◆ Squeeze a victim like a crushed fruit (*crushed-3*)
- ◆ Grow thorns to cut its victim and consume their blood (*bleeding-2*; for every tier not lessened, remove one tier of a negative status from the Tree)



Journey - Landscape

Dark Forest

Beneath a shadowed canopy stretching across the land stand trees hundreds of years old, steadfast against time – and you. You can hear animal cries, bird calls, branches creaking in the wind – and something else, bestial, far away. The smells of the forest are loamy and wet, and not a single stretch of ground is even, dry, or lacking in insects.

Tags: shadows everywhere, wildlife, mysterious woods, thick foliage

GENERAL CONSEQUENCES

- ❖ You (or a companion) wander too far off (*lost-3*).
- ❖ You step in a nettle patch, ant hill, or beehive (*itching-2*).
- ❖ The underbrush is sticky and prickly (gear gets *sticky-1*, *torn-1*, or scratch a tag).

MOSSY GLADE

The trail disappears as you find yourself in a **beautiful glade** peppered with **mossy boulders**, with a large tree at its center, creaking faintly. It's the perfect place for a break.

- ❖ You (or a companion) are *disappointed-1* that the Fellowship didn't spend more time there.
- ❖ You take too long basking in the sun dappling through the trees (*time-passes-1*).
- ❖ Squirrels, deer, or insects get into your supplies (*short-on-supplies-1*).
- ❖ This place reminds you of the solace you seek yet cannot have (*perturbed-2*).
- ❖ You are caught off guard by the tree, which reaches out and attacks! (**New Challenge:** Wrathwood Tree, page 143).

FROZEN STREAM

You come upon a wide and deep brook, now frozen over. The **slippery ice** makes it difficult to cross, and **cold winds** blow down the stream's channel.

- ❖ Crossing takes a while, and you are exposed to the cold (*cold-2*).
- ❖ You slip and fall on the ice as you cross (*bruised-2* and *cold-2*).
- ❖ You drop something through the ice (scratch a tag).
- ❖ The ice breaks and you fall into the frigid waters below (*cold-3* and *trapped-under-ice-3*).

RESTLESS NIGHT

At night, the forest howls and quivers all around you.

- ❖ You are filled with a sense of deep dread (*terrified-2*).
- ❖ The fire you lit blinds you to what's beyond the light (**Blocked**) or invites unwanted attention (**New Challenge:** Bloodthirsty Reaver or Monstrous Spider).
- ❖ (Camping) The haunting noises and constant vigilance trouble your sleep (*tired-1*).

TRACTLESS FOLIAGE

The trail fades away and the trees around you are so dense, you're no longer sure which way you are going.

- ❖ You lose your way in the woods (*lost-3*).
- ❖ You come upon a landmark you've already seen (*time-passes-1*).
- ❖ You find a few ancient flagstones, but they lead elsewhere (**Complication**).

ABANDONED CABIN

The trail leads past an **old log cabin**, its firewood shed packed to its roof, yet the occupant is nowhere in sight.

- ❖ A trap springs on you (*bleeding-3* and *restrained-3*).
- ❖ The woodcutter who lives here approaches (**New Challenge:** Maddened Woodcutter, page 140).
- ❖ You awaken a terrible spectre that haunts this place (**New Challenge:** Backwoods Haunting, page 123).

STEEP HILLSIDE

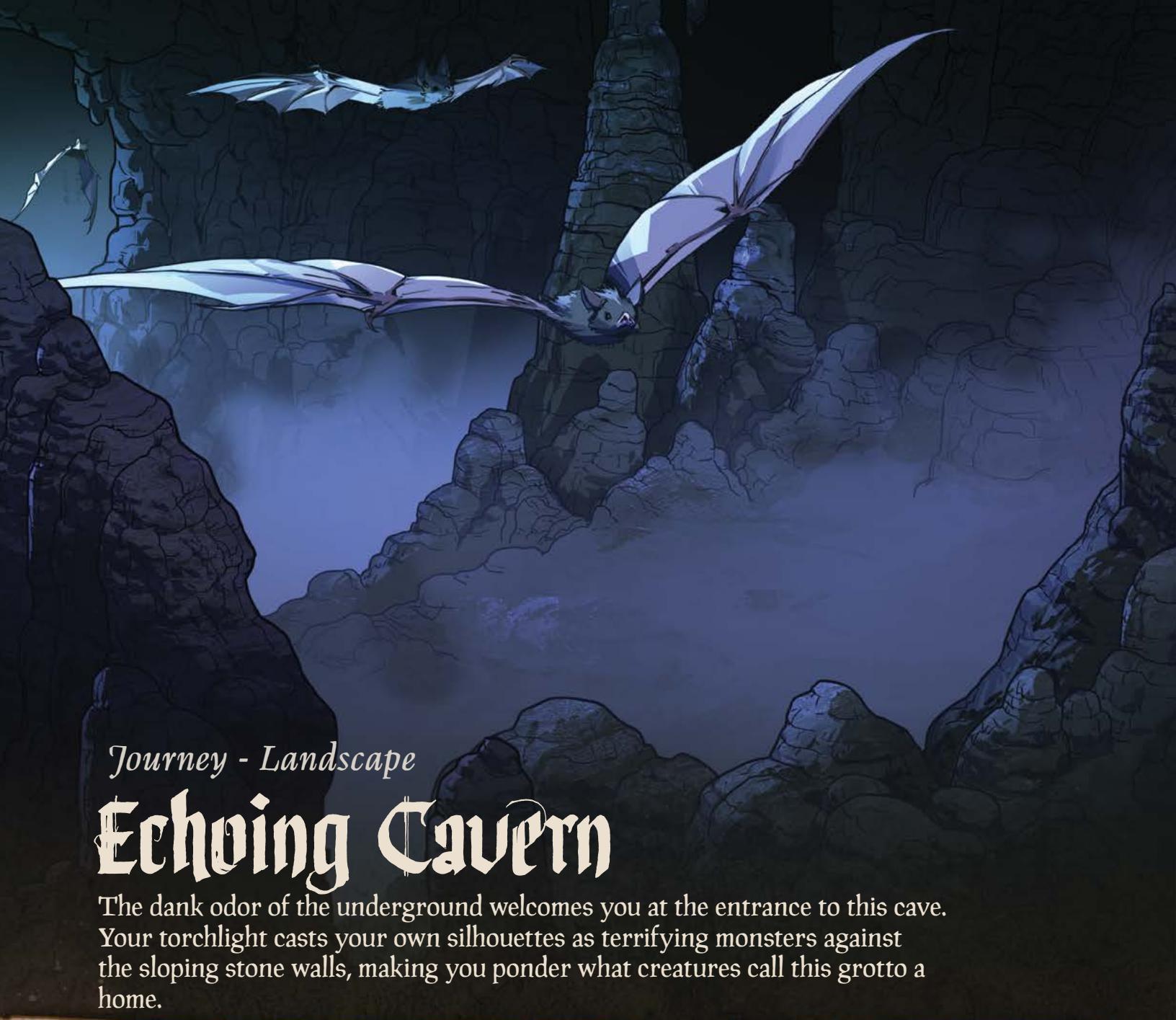
The trail leads down the side of a **steep hill**, made slippery by **dew and moss**.

- ❖ You twist your ankle (*twisted ankle*).
- ❖ A bag or pack falls off and goes tumbling down (scratch a tag or *short-on-supplies-1*).
- ❖ Climbing carefully is a long and arduous process (*time-passes-1* and *tired-1*).

OVERSHADOWED POND

A gently flowing waterfall, singing a soothing song, fills a secluded basin with **fresh water**. As you approach, you see something twinkling deep in the pond.

- ❖ You slip and fall into the pool (*wet-3*).
- ❖ You are made drowsy by the lullaby (*sleepy-3* or *distracted-2*).
- ❖ You are *intrigued-3* by the shiny item in the pond.
- ❖ You dive too deep (*drowning-2*).
- ❖ Some creature, perhaps a spirit, steals a precious item while you're distracted (scratch a tag).
- ❖ You stir something that lives in this pool... (**New Challenge:** Local Godling, page 140, or Drowning Beauty, page 152).



Journey - Landscape

Echoing Cavern

The dank odor of the underground welcomes you at the entrance to this cave. Your torchlight casts your own silhouettes as terrifying monsters against the sloping stone walls, making you ponder what creatures call this grotto a home.

Tags: darkness, damp, echoes, slippery stone

GENERAL CONSEQUENCES

- ❖ A small sound you make is multiplied many times over (**Exposure** or **New Challenge**).
- ❖ You slip on a rock and land badly (*bruised-2*).
- ❖ A gust of wind and dampness snuffs out the light (scratch a light source tag or remove two tiers from *light*).

Light can be a resource, just like supplies or morale. Instead of the darkness tag, have the players create light. When they run out of light, darkness falls and they cannot see where they are going, forced to navigate by other means.

The light status is used only to counter darkness and isn't helpful by itself – unless there's a creature who is sensitive to it. Light also hinders attempts to move unseen through the dark.

MUSHROOM GROVE

The passage opens into a broad cave filled with *blue glowing fungi*. They might be edible, or could they have some medicinal properties?

- ❖ Spores are hanging in the air (*poisoned-3* or *hallucinations-3*).
- ❖ The fungi's presence has a strange effect on your magic (*drained-of-magic-2*).
- ❖ A cloud of aggressive spores rises (**New Challenge:** Swarm of Insects, page 183).

DEEP CHASM

Your path comes upon a *wide ravine*; a slick and narrow ledge runs along its side, the only way across.

- ❖ You slip and fall, but barely manage to hold onto the ledge (*hanging-on-ledge-4*)
- ❖ You drop something you were carrying (scratch a tag).
- ❖ You grip the stone walls so fearfully that you cut your hands (*bruised-2*).
- ❖ You cross, but the ordeal gives you a fright (*harrowed-2*).

A FIEND'S LAIR

Scattered *dry bones* and *old belongings* let you know you've stepped into some vile creature's lair. Then you hear its snarls and snores.

- ❖ The stench of death and rot overwhelms you; you are *petrified-3* with fear.
- ❖ Knowingly or not, the fiend moves to block the exit or the entrance (**Blocked**).
- ❖ You leave something bearing your scent or name in the lair (**Exposure**).
- ❖ The creature becomes aware of your presence and lunges at you! (**Exposure and New Challenge:** Bloodthirsty Reavers, page 139)

CAVERN OF BATS

You enter a great dark dome covered with bats hanging like stalactites. The slightest sound could wake them and how can you find the way out?

- ❖ The *bats* awaken and descend upon you (*panicked-3*, *scratched-2*, or *blood-drained-3*).
- ❖ You lose sight of the way you came (**Blocked**).
- ❖ A terrified mount or companion flees into the darkness (scratch a tag).
- ❖ The bats awaken and cause something deeper in the caves to stir (**New Challenge**).

UNDERGROUND STREAM

The *rushing water* of an underground river crosses your path, but a clear exit can be seen on the other side.

- ❖ A rocky foothold, handhold, or fixture falls into the water (**Blocked**).
- ❖ The loud, booming sound of rushing water hammers at your ears (*ears-ringing-2*).
- ❖ You slip and fall (*wounded-2*), and immediately get carried away (*lost-3*).

WEB TUNNEL

A web of *sticky, thick strands* stretches across the walls, and over the tunnel you were going down. Every other passage has similar webs.

- ❖ You get stuck in the web (*stuck-3*).
- ❖ Your weapon or tool loses its edge cutting through the web (*dull-1* or *sticky-1*).
- ❖ From the darkness, the spider comes skittering (**New Challenge:** Monstrous Spider & Web, page 141).

CAVE IN

A rising rumble in the distance gets closer and closer ~ and the ceiling begins to crack!

- ❖ A boulder comes crashing down on you (*wounded-3* and *pinned-4*).
- ❖ You are trapped in the tunnel (*trapped-4* and/or **Blocked**).
- ❖ The ceiling collapses and you are separated from your companions (*lost-4* or *trapped-4*).
- ❖ You are buried in debris with little remaining air (*trapped-4* and *suffocating-1*).



Journey - Landscape

Mountain Pass

You journey across the mountains, through a treacherous pass winding along dangerous chasms, and past mysterious caves. Cold winds bite at your flesh and a fall is always a step away.

Tags: biting winds, falling rocks, perilous cliffs, barren, thin air

GENERAL CONSEQUENCES

- ❖ You slip and fall (*bruised-2* or *hanging-on-ledge-4*).
- ❖ You are buffeted by cold winds (*cold-2* or *off-balance-2*).

AVALANCHE

A low rumble begins and you realize that the *snowpack* is breaking and that an avalanche is on the way!

- ❖ You are trapped under the snow (*cold-4* and *trapped-4*).
- ❖ You lose something valuable during the escape (scratch a tag).
- ❖ The way forward is blocked, for the rest of the winter (**Blocked**).

DIFFICULT HIKE

Your path weaves tortuously upwards, climbing the mountainside amid boulders at a steady, steep incline. One leg at a time.

- ❖ You are *tired-2* of the climb, or you become *winded-2* or *thirsty-2*.
- ❖ Some of you are slowing the others down (*time-passes-1*).
- ❖ You or a companion turn *sour-2* over the distribution of carrying weight.
- ❖ You drop something of yours; either go back down to find it (*time-passes-1*) or leave it behind (scratch a tag or *short-on-supplies-1*).

SHEER CLIFF

An almost vertical wall of rock juts up before you. Your path continues at the top.

- ❖ Your climbing equipment snaps or dislodges (scratch a tag).
- ❖ Your fingers sweat, bleed, or burn from holding on to the cliff or rope (*slipping*-2).
- ❖ While you negotiated a path around, it took longer than you thought (*time-passes*-1).
- ❖ Something mean shows up at the top of the cliff (**New Challenge**).

BREATHTAKING MOUNTAIN TOP VIEW

You arrive at a high viewpoint overlooking the entire land, a chance to take in the scenery.

- ❖ You become elated by the view, abandoning caution (*elated*-2 and scratch a caution tag or remove two tiers of *alert*).
- ❖ You see your entire life before you as if from above, and it makes you think (*contemplative*-3).
- ❖ You see something worrisome about the lands you left behind (e.g., burning village) or the lands ahead (e.g., menacing castle) (*worried*-3 or **Ill Tidings**).
- ❖ You are called to commune with a greater force or deity here (*time-passes*-1 or you are *disfavored*-3 by them).

HIDDEN SHRINE

You find a **deserted shrine** carved into the mountainside. There are no offerings in the bowl, and the statue is covered with moss ~ a show of respect could be rewarded.

- ❖ The effigy seems to be staring at you, judgingly (*guilt*-2).
- ❖ Your treatment of the shrine earns you the ire of a supernatural entity (*[entity's] disfavor*).
- ❖ When you next slumber, you have nightmares of falling down the mountainside (*tired*-3 or *death wish*).

MOUNTAIN CAT AMBUSH

Tracks reveal that a mountain lion prowls the area, perhaps stalking you this very moment. It would be best to avoid it.

- ❖ The cat keeps on following from a distance (mounts or companions become *nervous*-2).
- ❖ Due to the cat's presence, hunting in this area is difficult (*no game*).
- ❖ The cat ravages your packs during the night (*short-on-supplies*-2).
- ❖ The cat engages further (**New Challenge**: Big Cat, page 138).

PRECIOUS MINERALS

The waters of a passing stream or a vein in a rocky ledge glitter with tantalizing flecks of gold. Even a small nugget could be worth the time to sieve for it.

- ❖ One of you begins to dream of riches (*gold-sick*-2 or *greedy*-2).
- ❖ After long hours, you find nothing (*frustrated*-2 and *time-passes*-1).
- ❖ The ore you find is unnatural (*poisoned*-3 or *drained-of-magic*-3).
- ❖ Other prospectors arrive and claim stake to what you've found (**New Challenge**: Brutal Outlaw, page 131).

GIANT'S HOLLOW

The trail passes by a hand-hewn cave full of **giant-sized furniture** and other belongings. There's a cage at the back, or is it a treasure chest?

- ❖ A trap is triggered (*caught*-3).
- ❖ Walking through a giant's territory is nerve-wracking (*worried*-2).
- ❖ The giant's goat suddenly breaks out of its pen! It must be caught before it alerts its owners (**New Challenge**: Runaway Farm Animal, page 127 with Large).
- ❖ The giant returns to find you in their home (**New Challenge**: Rampaging Giant, page 142).



Journey - Landscape

Morose Mire

These marshlands offer a bounty of dismal sensations that sap the will. How many days must you travel through this foggy, insect-filled, pool of mud?

Tags: *obscuring fog, rotting vegetation, treacherous footing*

GENERAL CONSEQUENCES

- ❖ Your pack is soaked through with water (*short-on-supplies-1* or scratch a water-damaged item tag).
- ❖ You're sure you've seen this fallen log before, but it's so hard to tell (*lost-2*).
- ❖ This wretched swamp is beginning to strain your disposition and mind (*despondent-2* or *acting-weird-2*).

NEGOTIATE A PATH

The wetland stretches out before you, patches of squishy soil intermittent with shoulder-deep pools of stagnant water. You balk at the task of crossing this labyrinth.

- ❖ You flounder in the swamp for hours, repeatedly falling into the water (*cold-2* and *sick-1*).
- ❖ You painstakingly prod and test the ground before you, keeping you dry but slowing your progress (*time-passes-1*).
- ❖ One of you staunchly disagrees with the guide, scout, or leader, and becomes *irritated-2*.

MOSSY STONE CARVING

You come upon a leaning, half-submerged stone pillar carved with an inhuman likeness. There's a fresh wreath of flowers on its head. You struggle to make sense of it, but it must have some significance.

- ❖ The monstrous face awakens something dark inside you (*sinister-streak-2*).
- ❖ You leave without honoring this swamp deity, and the swamp remembers (*cursed-to-sink-2*, or *marked-2* by the swamp dwellers).
- ❖ You wait long enough for the wreath-maker to show up (**New Challenge:** Drowning Beauty, page 152).

UNENDING MARSHES

There seems to be no end in sight to these marshlands. You feel yourself falling to despair.

- ❖ You lose your will to keep going (*despaired-3*).
- ❖ You lose your sense of self (scratch a tag for a personality trait).
- ❖ The walk is tiring, and there is no good campsite to be found (*tired-3*).

LONE HUT

Amid the tall reeds, you spot a singular makeshift structure of mud and reeds. There is light in the window, and a figure inside; you smell a *delicious stew*.

- ❖ Your belly grumbles (*hungry-2*).
- ❖ The hermit refuses to let you in (**Blocked**).
- ❖ The hermit is a witch, who does not appreciate visitors (**New Challenge:** Hedge Witch, page 125).

EERIE BONEYARD

Your path takes you through a vast tract of muck peppered with the *sharp bones* of thousands of giant serpents who seem to have come here to die.

- ❖ You find the boneyard haunting (*disturbed-2*).
- ❖ You are scratched and cut by giant rib bones and fangs, each the length of a broadsword (*bleeding-2*, and if not fully lessened, *poisoned-2*).
- ❖ You earn the enmity of dragons and serpents, who consider this place sacred (*mark of the serpent blasphemer*).

SINKING QUAGMIRE

Your boot, mount, or transport is stuck in the mud again, but this time, it's sucked down relentlessly. You had better figure out how to break it out, fast.

- ❖ You leave it to the swamp (scratch a tag or gain *barefoot*, and *upset-3*).
- ❖ Pulling it out requires incredible effort (*tired-2*) or pulling on rope or reeds (*grazed-1*).
- ❖ A bubble of toxic gas is released from below (*sick-3*).

LIGHTS IN THE NIGHT

As a *foggy night* falls, you see lights in the distance. Who knows if it signals danger ~ or hope.

- ❖ You are troubled by your decision (*doubting-2*).
- ❖ As you near the lights, you discover they are hives of strange fireflies (**New Challenge:** Swarm of Insects, page 183).
- ❖ The light leads you further and further into the swamp, as if guiding you somewhere (**New Challenge:** Will-o'-the-Wisp, page 143).

OPEN WATER

The water can carry you home, it can sweep you away, and it can pull you down to its sunless depths. Turbulent or calm, it lifts up ships that voyage across oceans and seas and gently laps against barges and rafts on glimmering lakes and wide meandering rivers. Do not fall for its deceiving song, for the water can be as treacherous as it is life-giving.



DROWNING BEAUTY ♫ ♫ ♫

Aggressor, Influence

Rising from the depths, this creature appears in the form of a beautiful person in an attempt to lure travelers. Those who get close to the water are then drowned, their warm breath and very life consumed.

The more *mesmerized* they are, the slower they are to react.

LIMITS

HARM 3

SCARE 3

TAGS & STATUSES

radiant beauty

slippery coat

✗ Unnaturally alluring (not looking or listening),

✗ Underwater deftness

THREATS & CONSEQUENCES

BECKON Emerge from the water and feign distress

❖ Call out for a victim to draw nearer and help (*mesmerized-3* or *obliged-3*)

DROWN Reach out with sudden speed

❖ Embrace its victim and start sinking in the water (*grabbed-3* and if not fully lessened also *drowning-3*)

❖ Draw out the warmth from an embraced victim (*cold-3* or *drained-of-life-3*)

KRAKEN ♣♣♣♣

Aggressor, Countdown

A tentacled behemoth, lurking beneath the waters, the Kraken is a legend known to sailors as one of the greatest dangers on the sea for its capacity to destroy entire ships and swallow their crews whole.

Krakens are punishment from the gods, or perhaps creations of sorcerers of a past age. Their only weakness is a small magical pearl that is hidden between their tentacles, always kept underwater.

With this pearl in hand, one can communicate with and even command the Kraken.

Escape and *swallow* are polar statuses.

— LIMITS —

HARM 4

ESCAPE OR SWALLOW 5 ↗

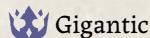
The Kraken destroys the vessel and countless crew members die (*Ill Tidings*).

— TAGS & STATUSES —

hungry maw

many tentacles

impenetrable skin



Gigantic

— THREATS & CONSEQUENCES —

LURK A mysterious silhouette can be seen moving below the waters

◆ Rise towards the surface (*swallow-1*)

◆ Begin to wrap tentacles around a seafaring vessel (*grabbed-1*)

CRUSH Tentacles grab at sailors and a horrific maw rises from the deep

◆ Envelope with tentacles (*grabbed-1*)

◆ Drop a person it holds into its maw (*crushed-4*)

◆ Continue swallowing the vessel (*swallow-2* and *damaged-1*)

RAIDING LONGBOAT ♣♣♣

Aggressor, Pursuer

A cadre of fierce and opportunistic warriors, plying the seas in a swift vessel, the Longboat raiders strike unprotected settlements along the shore or take on ships in open waters.

Escape and *catch* are polar statuses. *Escape* hinders actions affected by distance and helps reactions against them. Close combat actions can only be done when *catch* is maxed.

— LIMITS —

SINK VESSEL 4

ESCAPE OR CATCH 3 ↗

The Raiding Longboat is close enough to board. **New Challenge:** Bloodthirsty Reavers with *shields* (page 139).

— TAGS & STATUSES —

skilled seafarers

swift ship



Size,

☒ Physical prowess of raiders

— THREATS & CONSEQUENCES —

CHASE A ship appears on the horizon

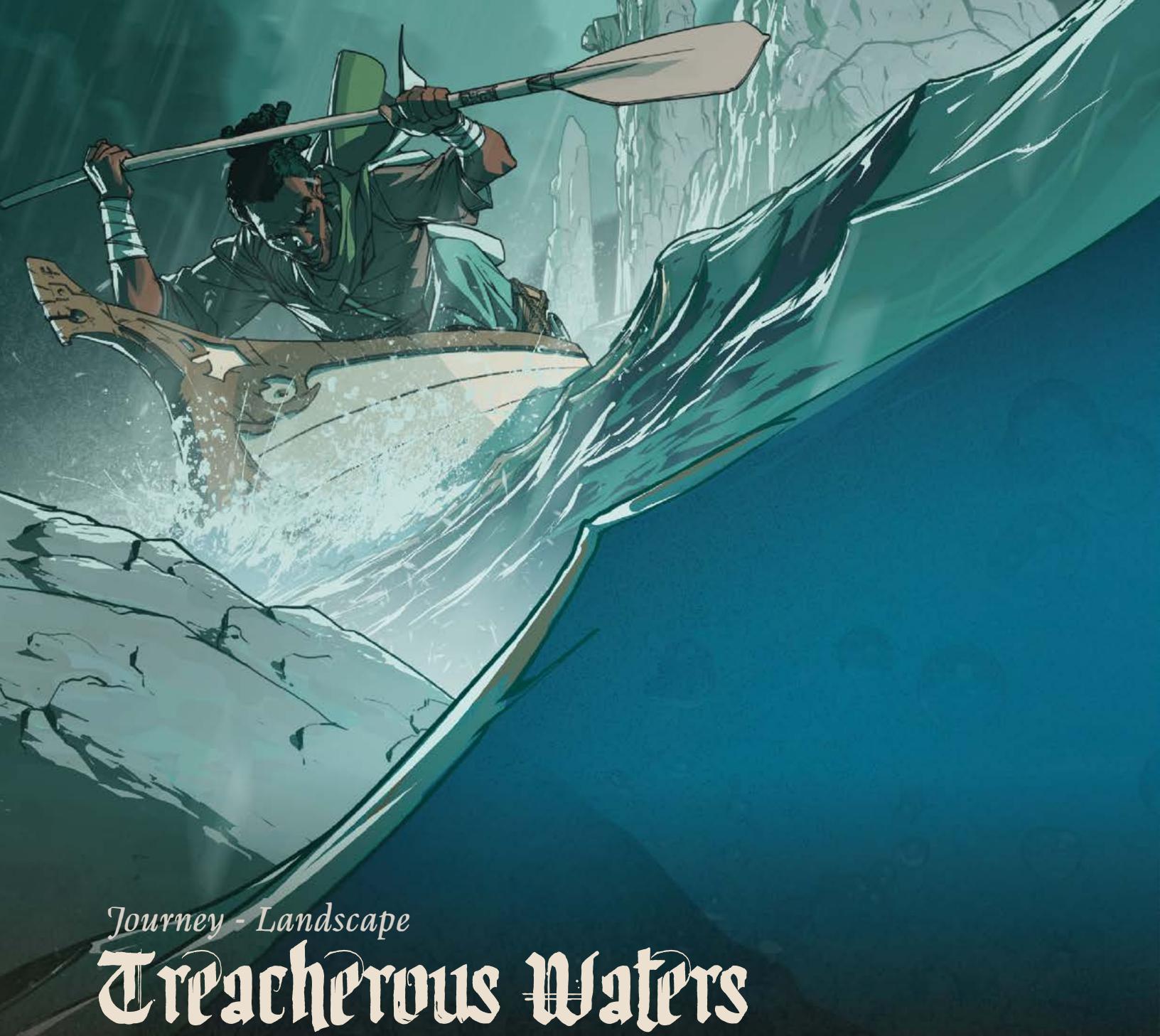
◆ The vessel draws nearer and nearer (*catch-1*)

◆ The vessel's features and insignia are clear – these are raiders! (*frightened-2*)

VOLLEY Nock arrows and ready spears

◆ Hurl spears and shoot arrows, piercing the hull of the hunted vessel (*damaged-2*) or wounding those aboard (*wounded-3* or **Ill Tidings**)

◆ Rip or burn the sails of the vessel they hunt (*slowed-2*)



Journey - Landscape

Treacheroous Waters

The waters of this sea (or river) are calm enough for now, but there are dangers along these waterways hidden around every bend. If even half of what the local sailors say is true, there is much to be ready for.

Tags: *doldrums, flotsam and jetsam, rapids*

GENERAL CONSEQUENCES

- ❖ Someone falls overboard (*drenched-5*, scratch a tag of water-damaged items, and/or *drowning-2*).
- ❖ The vessel's hull is damaged (boat gets *damaged-2* and *taking-on-water-1*).
- ❖ The wind blows you off course (*lost-3*).

ROCKY OUTCROPS

The boat enters an area of rapids or shoals, full of *sharp rocks*, which is notoriously difficult to navigate through.

- ❖ Your vessel is *stuck*-3 or runs *aground*-3.
- ❖ Your vessel is taking water! (*damaged*-2 and *taking-on-water*-1).
- ❖ You hear a beautiful voice calling from the rocks
(New Challenge: Drowning Beauty, page 152).

FISHING VILLAGE

You come upon a village of fishers working these waters, *full of fish*. A great place to stock up, rest, and learn about the area.

- ❖ You give offense or traverse a local superstition (*ill-repute*-2 or **Blocked**).
- ❖ The smoked fish you bought weren't smoked enough (*short-on-supplies*-1 and *smells of rotten fish*).
- ❖ Word of your presence travels on, in sailor gossip (**Exposure**).

WATERY MEDITATIONS

Every day is the same as the last, water as far as the eye can see. It is all too easy to become apathetic, if something is not done.

- ❖ You wonder about home or get lost in thoughts of the future (*homesick*-2 or *worried*-2).
- ❖ You develop a craving for something you haven't had or done in a long while (*wants [craving]*).
- ❖ Being cooped up in a small space has its toll on your relationships (change a Fellowship relationship tag for the worse).

LAZY WATERWAY

The waters here do not move and the *lack of wind* is of no help. You are wasting drinking water by the day, and you're a sitting target for pirates.

- ❖ You are stranded, unable to move at more than a drifting crawl (*time-passes*-1 and/or *short-on-supplies*-1).
- ❖ From a distance, a rowing boat appears
(New Challenge: Raiding Longboat, page 153).

STORMY SEAS

A storm is brewing up ahead, clouds churning with sudden flashes of light.

- ❖ Lightning strikes your mast, sail, or deck (vessel is *damaged*-3, *burning*-3, *slowed*-3, or scratch tags) or it strikes one of the crew (*burnt*-6 or **Ill Tidings**).
- ❖ You are cast in an unknown direction (*lost*-3).
- ❖ Your vessel ends up on a sandbar (*marooned*-5).

WHIRLPOOL

Your vessel begins to drift around in a wide circle.

- ❖ Your vessel is thrown around and around violently (*damaged*-3).
- ❖ Your vessel is *sunk*-5 and *damaged*-5, and you are all *drowning*-3.
- ❖ Your vessel emerges in a completely different place (**Complication**).
- ❖ Enormous tentacles emerge from the water, revealing the dread of every seafarer
(New Challenge: Kraken, page 153).

OMINOUS PROMONTORY

You sail close to a high headland, where a dark, foreboding ruin juts against the stormy sky.

- ❖ The inhabitants of the ruin let loose a volley of burning arrows and flaming clay balls filled with oil (*burning*-3 to crew and/or the vessel).
- ❖ Some maddened figure atop the tower howls in the wind and damns you to all hells (*cursed*-3 to all crew) or causes your food to rot (*short-on-supplies*-4).
- ❖ Your vessel is pulled to the shore as if by magic tethers (*marooned*-5).
- ❖ A terrible winged creature rises from amid the ruins
(New Challenge: Fabled Bird of Prey page 139, or Greedy Dragon, page 184).

FORSAKEN PLACES

It is those places that have been abandoned by folk that attract the strangest creatures and the most unspeakable horrors.

Forlorn graveyards, ruins protruding ominously in the fog, and bygone battlefields are fertile ground for dark tales and darker forces, as they grasp for the realm of the living.

BARGAINING DEVIL ♦♦♦♦

Influence

Infernal spirits from the netherworld or little-understood fae creatures are always looking to bind others in pacts of sinister intent and deceitful wordings. Only the most cunning can escape an ironic fate, though many fools believe themselves shrewd enough to do so.

When someone becomes entirely *agreeable* (their Limit is reached), they sign or swear an agreement with the Devil and receive a *signed infernal contract*. The Devil can now start using **Fine Print** and the devastating **COMPEL** Consequences, which cannot ordinarily be lessened.

LIMITS

BANISH 3

BIND 5

BARGAIN 4 ↗

signed infernal contract becomes a story theme and the Hero may add a tag representing a favorable clause.

TAGS & STATUSES

distinctive odor, *silver tongue*,
perceptive-3

✗ Cunning spirit (faith and purity;
the Devil's true name)

SPECIAL FEATURES

FINE PRINT

When the signee of a *signed infernal contract* attempts to harm, banish, or bind the Devil, they first take *contractually-unable*-5. When someone else does so on their behalf, they first take *guilty*-5 as the signee takes a Consequence from **COMPEL**.

THREATS & CONSEQUENCES

OBSERVE A nice-looking person eyes you from the other side of the room

- ❖ Listen and observe, learning about *one's desires* (gain the tag)
- ❖ Someone around suffers a misfortune (increase a negative status by 1 tier or **Ill Tidings**)

PROPOSE Flash a disarming grin, and offer a great deal for "very little" or "something you won't miss"

- ❖ Flatter with compliments infused with beguiling magic (*friendly*-1 or scratch a tag representing willpower or resistance)
- ❖ Offer exactly what someone desires right now (give a positive story tag and *agreeable*-3)
- ❖ Dismiss a counteroffer as implausible (remove a tier from *bargained*)

COMPEL Show up, present a copy of the *signed infernal contract*, and demand obedience

- ❖ Cause misfortune should the signee fail to uphold their end (any tier-5 status or **Ill Tidings**)
- ❖ Collect the signee's soul (*dead*-6, *soulless*-6, or **Ill Tidings**)
- ❖ Collect something dear to the signee as interest or penalty (mark three Abandon or **Ill Tidings**)



CHANGELING ♦♦♦

Mystery, Aggressor

The Changeling begins life as a stick or lock upon which an enchantment is placed. It grows into a formless grey figure who adopts a chosen visage and learns to become its victim before finally trying to assume their place. If that person dies, the Changeling is freed and can choose who to impersonate. A newly created Changeling, or one who is forced to abandon its disguise, has a *featureless body*.

LIMITS

HARM 3

DISENCHANT 4

TAGS & STATUSES

Three tags the imitated person possesses, *stalker*

☒ Faerie impersonator (the touch of cold iron)

SPECIAL FEATURES

DRAMATIC FEIGN

Once per scene, when impersonating a victim, the Changeling may gain a false yet distracting tier-3 status that hinders actions to study it accurately, such as *upset-3*, *beside-themselves-3*, *frazzled-3*, *swooning-3*, or *stern-3*.

THREATS & CONSEQUENCES

STALK There's a sense someone is looking over here

- ◊ Study a new form from a distance (remove current form tags and gain two tags of its new form)
- ◊ Disappear in a crowd or in the shadows (**Blocked**)

REPLACE Appear before their victim, looking like them except for the empty eyes

- ◊ Foresee its victim's actions (give *predictable-3*)
- ◊ Attack with a weapon just like its victim's weapon (*wounded-3*)
- ◊ Grab its victim by the throat (*choking-3*)

RAGGED JESTER ♫♪

Sapper, Charge

A fool, dressed in faded colors, calls out to passersby. Albeit annoyingly jovial, the Ragged Jester bears the burden of loss, having once been a powerful person (such as a lost prince or a sorceress whose magic was stolen). Broken, perhaps cursed, they now inflict spiteful jokes and provoke others, so they may find their demise just as the Jester had.

— LIMITS —

SUBDUE 2

— TAGS & STATUSES —

mocking humor

spitefully-jealous-2

☒ Provocator (their part in their own demise)

— THREATS & CONSEQUENCES —

MOCK Calls out with a joke and a mocking grin

- ❖ Poke fun at someone's physique (*embarrassed-2* or *angry-2*)
- ❖ Engage in witty banter for a while (*time-passes-1*)
- ❖ Tell about their own terrible fate, and how similar it is to the character's (*despaired-2*)
- ❖ Point out someone's weakness (**Exposure**)
- ❖ Cast doubt in all that is good (scratch a confidence or hope-giving tag)
- ❖ Give a final stinging jab, their *words ring true*

RECALL Doom comes in the Jester's wake, while their *words ring true*

- ❖ Recall the words of the Jester (*distracted-2*, *despaired-2*, or *disheartened-2*)

KEEPER OF THRESHOLDS ♫♪

Obstacle, Mystery, Countdown

Some passages, pathways, and portals are guarded by immortal, sagacious beings who pose riddles and mysteries to those who would pass and grant entry only in return for three true answers. The Keeper may take many baffling shapes; one favorite is an enormous regal cat with a falcon's head.

A Hero may take action to conceive the answer to each question, searching their memory, calling upon their wisdom, or consulting tomes of lore.

— LIMITS —

HARM 2

OUT OF PATIENCE 3 ↘

The Keeper refuses passage until the seeker returns as a new person (replace a theme), returns within a year and a day, or returns with a gift.

— THREATS & CONSEQUENCES —

REPEL Stand guard by the gateway, ever watchful

- ❖ Push-back-5 unworthy visitors away from the gate, be they flesh or spirit (also gain *impatient-1*)
- ❖ Break the mind of a repeating offender (*memory-loss-4* or *bewildered-4*) or spirit them to someplace far away (**Blocked**)
- ❖ Refocus its all-seeing mind (regain *mystically-aware-4*)

PUZZLE Clear its throat, and pose a *complicated riddle* or an *esoteric conundrum*

- ❖ Answer a question in a manner that only makes things *more complex*
- ❖ Shift uncomfortably at a wrong answer (gain *impatient-1*)

DILEMMA Pose a hypothetical ethical dilemma related to recent events in the Fellowship's journey

- ❖ The character feels *guilty-2* or *shamed-2*

immortal, wise beyond measure, regal-3, mystically-aware-4

⌚ Power over this gateway (the key)

— SPECIAL FEATURES —

YOU SHALL NOT PASS!

When someone unworthy attempts to pass through the gate, the Keeper delivers a **REPEL** Consequence even if they were not aware of the would-be trespasser.

OTHERWORLDLY ASSAILANT ♫♫♫

Aggressor

The origin of this harrowing wraith or its motives are not immediately known – it may be a potent spirit of the dead, a demon, a fairy warrior, a baneful conjuration, or even a celestial being – yet, truly, most of its victims have little time to wonder. Shadowy as it may be, it nevertheless rends flesh and soul, leaving its opponent a bleeding mess or a broken husk.

Only enchanted weapons can parry this spectre's attacks and only fabled relics can harm it while immaterial (dealing **banished** instead of **wounded**), but some ancient rites can force it to take mortal guise.

— LIMITS —

BIND OR BANISH 5

SCARE

FORCE TO TAKE FORM 3

The Otherworldly Assailant gains **harm 5** and three tags of weapons and armor.

— TAGS & STATUSES —

defenseless victims,
warded-against-harm-3, **obscured-3**

Powerful spirit (true name)

— THREATS & CONSEQUENCES —

ARRIVE A frightening presence is sensed, strangely heralded by sorrowful wails or faraway music

- ❖ Terrify all present (*petrified-3*) as the very air turns **cold-3**, **hot-3**, or **silent-3**
- ❖ Resist attempts to reveal, materialize, bind, or banish it (remove 2 tiers or gain **obscured-3**)

ATTACK Ripple darkly through the air toward its opponent or victim

- ❖ Swiftly cut down someone (*bleeding-4* or **banished-4**)
- ❖ Disarm a combatant or outskill them (scratch a weapon, armor, or technique tag)
- ❖ Curl a ghastly hand out of the air and tug at a mortal soul (*drained-of-life-3*)
- ❖ Whisper a dark spell in a forsaken language to shatter an enchantment (remove 2 tiers from **warded** or scratch a magical tag)

UNSHRIVEN REVENANT ♫♪

Aggressor, Influence

Having died under a curse, in a bewitched land, or during an evil moon, the Unshriven Revenant has returned as a living corpse to wander the world, inflicting horrors upon the living. Though the body deteriorates, the spirit remains potent, bound by an **enduring-curse** or by **unresolved guilt**, and at times it may release a cry for help from within the husk.

— LIMITS —

DESTROY 3

SUBDUE 3

BANISH 3

— TAGS & STATUSES —

living dead

enduring-curse-2 or
unresolved-guilt-2

Otherworldly strength and fortitude (special burial)

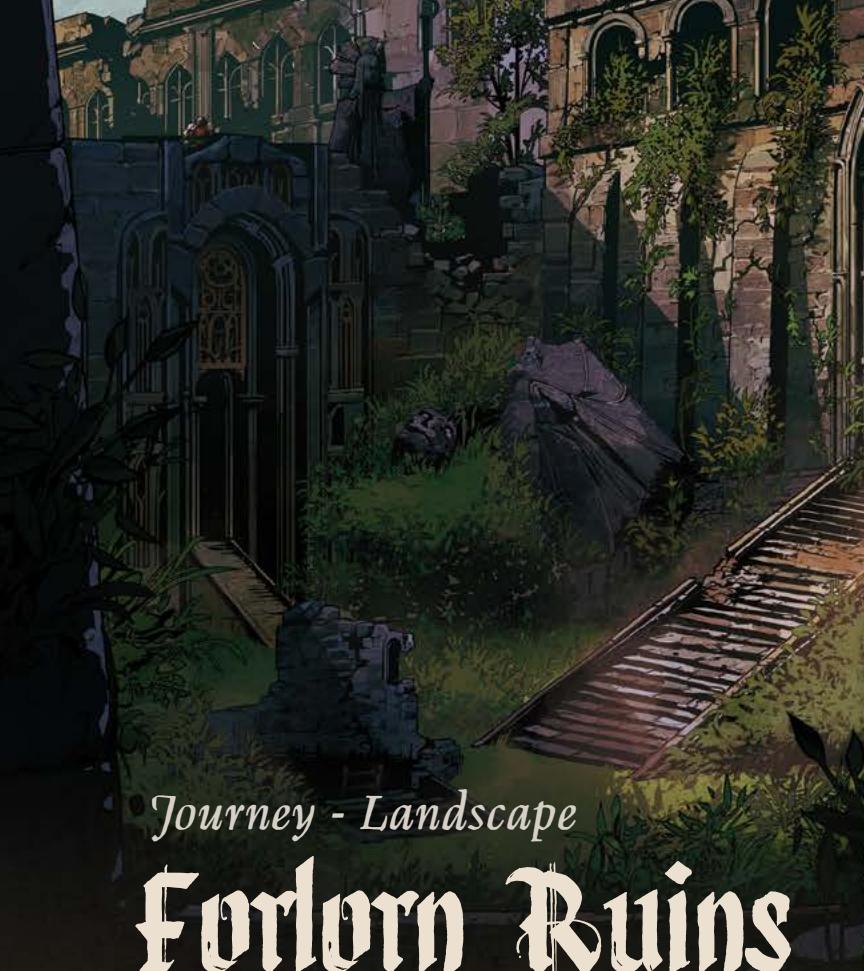
— THREATS & CONSEQUENCES —

ATTACK Moan and gurgle, approaching fast

- ❖ Grasp with impossible strength (*grappled-2*)
- ❖ Crush with rotting arms (*crushed-2*)
- ❖ Climb over or run through obstacles (remove obstacle tag) or tear through restraints (reduce a restraint status by 2 tiers)

PLEAD Stop suddenly, after taking a savage hit

- ❖ Gargle frantically while crying tears of brown blood, mumbling about the reason for their dire situation (*pity-2*)



Journey - Landscape

Forlorn Ruins

The crumbling, lichen-touched stone of a ruined structure juts out against the sky, mysterious remnants of an age no one can recall. The wind howls among these desolate remains, telling stories of ages past or perhaps echoing voices still lurking there beyond the thin Veil.

Tags: ancient carvings, precarious stonework, shadowy crevices

GENERAL CONSEQUENCES

- ❖ Stones topple down and injure you (*bruised-2*), or you stumble and twist your ankle (*hobbling-2*).
- ❖ You cannot find your way out of a set of dark chambers (*lost-2*).
- ❖ You are constantly startled by silhouettes and the sound of dripping water (*nervous-1*).
- ❖ The ruckus you make calls the attention of something from deeper in the ruins (**New Challenge**).



FORBIDDING APPROACH

You catch the first sight of the ruin, a once-impressive architecture now razed by decay or divine wrath. This is your last chance to prepare before entering this wretched place.

- ❖ The view of the ruin gives you or a Companion goosebumps (*apprehensive-2*).
- ❖ Your preparation takes too long (*time-passes-1*) and conditions worsen (*rain, fog, darkness, daylight*).
- ❖ Your gear is not quite suitable for such an expedition (add a negative story tag).
- ❖ The prospect of finding treasure here is palpable. You all either share in the excitement (*hopeful-2*) or leave the matter unspoken (*distrustful-2*).
- ❖ A figure suddenly skulks away from you and into the ruins. Someone has been watching you (**Exposure**).

BLOCKING RUBBLE

The path forward is blocked by a pile of collapsed debris, reaching almost to the top of an archway, but wind can be felt coming through.

- ❖ You hurt yourself while pushing through an opening (*bruised-2*).
- ❖ Clearing the path takes time and tires you out (*time-passes-1* and *tired-1*).
- ❖ The debris is cleared, but it costs you your tools (scratch a tag).
- ❖ Despite your attempts to find a different path, it all seems to lead back here (**Blocked**).

SQUATTERS

Echoing amid the silent stones, you hear scraping of metal, the clamor of feet, and perhaps a giggle or hiss.

- ❖ The current denizens of the ruins spot you, or you step into one of their jangling tripwires (**New Challenge**: Boggart, page 124, Dog Boys, page 132, Bloodthirsty Reavers, page 139, or Ragged Jester, page 158).
- ❖ You accidentally leave something of yours behind (**Exposure** and scratch a tag).
- ❖ The squatters spread out, making stealthy passage impossible later on (**Blocked**).

SHATTERED TOWER

You come under the shadow of a *crumbling spire*, its walls full of wind-stricken holes and its stairway long collapsed. Climbing to the upper chamber could offer a good view of the surroundings ~ and perhaps yet unplundered treasure?

- ❖ You fall while scaling the spire's heights (*broken-bones*-3).
- ❖ A supporting beam dislodges and falls on you, pinning you down (*trapped*-3 and *bruised*-3).
- ❖ As you reach the upper landing, an old mechanical trap springs, shooting a crossbow bolt at you (*wounded*-3).

FOREBODING SHRINE

A chamber is filled with wicked inscriptions and decorated effigies, *occult trappings* of sinister practices. This place should be destroyed ~ or studied.

- ❖ Everything about this place is wrong and hints at worse to come (*disturbed*-3).
- ❖ What you glean about the practices in this room will give you *nightmares*.
- ❖ You are *tempted*-3 to call upon the dark power of the shrine.
- ❖ Torchlight illuminates the corridor as a handful of hooded figures creep in (**New Challenge**: Obsessive Cultists, page 163).

GRAND HALL

An expansive crumbling hall is lined with ornate likenesses of *long-forgotten historical figures* covered with *intriguing inscriptions*. Think of what can be learned here!

- ❖ The investigation is riveting, but you dally (*time-passes*-1) while others begin to feel *hungry*-1, *sleepy*-1, or *bored*-1.
- ❖ You touch an ancient tablet, statue, or tapestry and it turns to dust in your hands (*intriguing inscriptions* and *guilty*-2).
- ❖ The revelations are concerning, shedding light on the demise of this place (*saddened*-2 or **Ill Tidings**).
- ❖ Something approaches (**New Challenge**), and in the giant space of the hall, you are *exposed*-2.

MAZE OF TWISTING TUNNELS

You are going in circles, baffled by *confusing passages*. You must do something, or this labyrinth will be your grave.

- ❖ You waste a lot of time getting out (*time-passes*-1).
- ❖ All this aimless exploring leaves you *tired*-2 or *frustrated*-2.
- ❖ You fall down a side passage or into a hidden pit, *wounded*-2 and separated from the others (**Complication**).

MORBID SEPULCHER

You pass through chambers filled with *hallowed silence*, where stone enclosures of ancient lords stand as *monuments for the forgotten dead*.

- ❖ The foul smell of death hits you like a mace to the head (*queasy*-2, *disoriented*-2, or *frightened*-2).
- ❖ Being confronted with all that's been lost and the finality of death leaves a lasting impression (*disheartened*-2).
- ❖ One of the ornate sarcophagi is open (**Ill Tidings**, or **New Challenge**: Otherworldly Assailant, page 159).

TOWN & CITY

From bustling marketplaces to filthy alleyways, from raucous taverns to shoppes of luxurious craftsmanship, the streets of a burgeoning settlement are rife with excitement, intrigue, and mystique. Outlanders and country bumpkins, beware! The perils of civilization may cut with a fancy blade, but they cut just as deep as those beyond the walls...

NIMBLE PICKPOCKET ♫

Quarry

Stop, thief!

LIMITS

SUBDUE 2

CATCH OR OUTRUN 3

TAGS & STATUSES

nondescript clothes
fast and nimble

THREATS & CONSEQUENCES

STEAL Someone bumps into a Hero in the crowd

❖ Snatch a valuable (*short-on-coin-1* or scratch a tag)

RUN Make a break for it

❖ Cut through the crowd (*outrun-1*)

❖ Create a distraction (*distracted-2*) or obstruction (*fallen crates*)

❖ Climb up onto a rooftop (*outrun-2*)

PLEA Promise they are never ever going to do this again

❖ Tell a sob story and guilt the Hero into letting them go (*guilty-2*)

❖ Switch tactics and threaten to report to their boss if not paid (*short-on-coin-1* or **Exposure**)

PLAQUE RATS ♫

Aggressor

In cities tainted by disease, swarms of scampering, squeaking rats gather to feed on neglected food stores and the rotting corpses of the poor and downtrodden. Torturers and dark magicians breed and starve rats on purpose, sometimes infecting them with maleficent diseases.

An *infected* character is subject to the **Plague** Consequences.

LIMITS

HARM 2

DISPERSE 2

CURE 5

TAGS & STATUSES

diseased

small rats

frenzied-1

☒ Numbers

THREATS & CONSEQUENCES

SWARM Crawl all over

❖ Overwhelm someone (give *swarmed-over-2* and *frightened-2*) or a group of bystanders (**Ill Tidings**)

❖ Bite, tear, scrape (*wounded-1*, *bleeding-1*, and *infected-1*)

PLAQUE You feel woozy and drift in and out of focus

❖ The symptoms grow worse (*weakened-1* and one of *headache*, *shakes*, *blinded* or *foul-mood-1*)

❖ Sores break out (*bleeding-2* and *repulsive sores*)

❖ You inadvertently *infect-2* someone else

OBSESSIVE CULTIST ✩✩✩

Aggressor, Influence

Secretly, secretly, the cult of a dark sorcerer, evil spirit, or forgotten deity weaves its insidious web within a community. When its followers throw off the cloak of deception, it is already too late. One can join them or fight them, but in the gathering darkness and intensifying chanting, hope seems all but snuffed.

The Cultist's dark magic keeps them *warded* against both magic and physical harm, while their *accursed dagger* allows them to channel their ✕ sinister coven magic into their poisonous stabs.

LIMITS

HARM 2

TURN 3

SCARE 3

RITUAL 4 ↗

Deliver one of the **RUIN** Consequences, with a long-term effect, to someone faraway, or to a group of people.

TAGS & STATUSES

accursed dagger

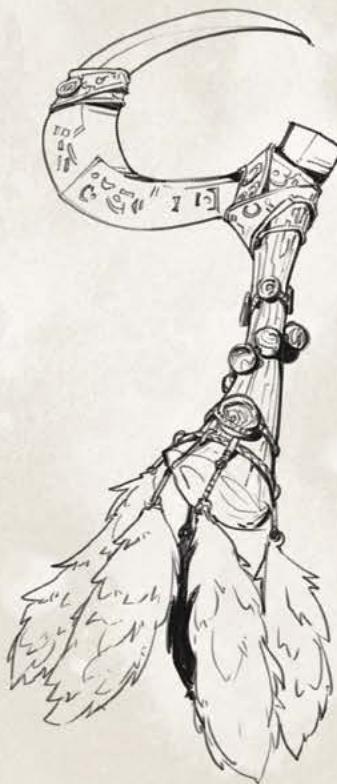
agonizing poison

ritual implements

warded-3

fanatical-4

✕ Sinister coven magic (isolate)



THREATS & CONSEQUENCES

PROFESS Reveal the sinister mark of the cult sown under their vest, on an amulet, or burnt into their flesh

- ❖ *Shock-3* someone with the revelation
- ❖ Invite someone to join their ranks and serve a higher power (*convinced-3*)
- ❖ Threaten that no power can match that of their leader (*intimidated-3*)
- ❖ Apologize that they must kill someone but then say it's for the best (*wounded-3* and if not fully lessened, *poisoned-2*)

ATTACK Slowly pace forward with their curved dagger in hand, promising death for intervening

- ❖ Circle menacingly (gain *poised-2* and give *intimidated-2*)
- ❖ Strike with the accursed dagger (*wounded-3* and if not fully lessened, *poisoned-2*)

CHANT Chant louder and louder, repeating each other in a forbidden tongue

- ❖ Whisper strange syllables (*ritual-1*)
- ❖ Reform their protective spells (*warded-2*)
- ❖ Curse an opponent to sap their strength (*enfeebled-3*)
- ❖ Break enchantments and befoul magical essence (scratch tags or *drained-of-magic-2*)

RUIN Cut their hand to let blood spill in the name of a ruinous power

- ❖ Infuse the area with malicious mist (*foggy-3* and *maddening-thoughts-3* to all present)
- ❖ Summon a deadly shade or a pestilence (**New Challenge:** Otherworldly Assailant or Plague Rats, page 162)
- ❖ Learn a secret that could destroy someone (**Exposure**) or doom the realm (**Ill Tidings**)

OUTLAW OVERLORD ♣♣♣♣

Countdown, Influence, Aggressor

Master of the thieves' guild, queen of the underworld, or the renown pirate king, the Outlaw Overlord is the center of a web of deception, crime, profit, and brutal intrigue. They turn every situation to their favor, ever ready for the inevitable double-cross.

Foiling an Overlord's scheme is a chess game of criminal intrigue: the Overlord advances *scheming* while the Hero mobilizes their resources and influence to advance *foil*, the polar status. Lowlier Heroes can try to foil the scheme scene-by-scene; each such achievement gains the Heroes *foil*-1.

Actions to Foil a Scheme

Interfering with minions

Preventing or recovering a theft

Stopping an assassin in time

Exposing the Overlord's distraction

Intercepting smugglers

LIMITS

HARM 4

EXECUTE ✓ FOIL SCHEME 4

THREATEN 6

TAGS & STATUSES

master thief

minions

vengeful-2

prepared-3

hiding-intentions-3



Organized crime

SPECIAL FEATURES

GUARDED

Whenever the Overlord would be physically attacked or harmed while their guardians are able to protect them, the guardians become the target of that action instead – before counting Power for the action.

THREATS & CONSEQUENCES

THREATEN

Welcome the Heroes into their lavish den

- ❖ The hints aren't subtle, this person is dangerous (*intimidated-3*)
- ❖ Several ne'er-do-wells appear from the sides and behind (*surrounded-3* and **New Challenge**: Brutal Outlaws, page 131)
- ❖ Strike suddenly with a *master-crafted weapon* (*surprised-2* and *wounded-4*, and if not fully lessened, *poisoned-4*)

BARGAIN

Entertain an offer from the Heroes

- ❖ Reveal their true intentions (**Ill Tidings** and *intimidated-2*) or hint at false ones (gain *hiding-intentions-3*)
- ❖ Read the disposition and intentions of the person they're talking to (**Exposed**)
- ❖ Reject a suggestion out of hand (**Blocked**)
- ❖ Agree to a deal, but with a huge caveat (**Yes, but...**) that puts the characters in a dilemma (**Complication**)

PAYBACK

The Heroes should have known better than to entangle themselves in the Overlord's plans

- ❖ Someone begins following a Hero around, looking for a chance to steal something valuable (**New Challenge**: Nimble Pickpocket, page 162)
- ❖ Someone begins following a Hero around, looking for a chance to kill them (**New Challenge**: Catspaw, page 169)
- ❖ Someone close to the Hero suffers a grave "misfortune" to prove a point (**Ill Tidings**)

SCHEME

While the Heroes are resting, recovering, or handling other matters, the Overlord presses forward

- ❖ The Overlord makes headway with their scheme or recovers from setbacks (*scheming-1*)
- ❖ New obstacles crop up in the Heroes' way, courtesy of the overlord (**Blocked** or create a tag such as *unwanted at the tavern, docks strike, riots*)

RIVAL BARD ♫ ♫ ♫

Countdown, Influence

Oh, so you think you're a talented entertainer? The Rival Bard would beg to differ, good sir, madam, or other. Songs will be sung about the songs they sing. If you're not careful, they'll challenge you to a Battle of the Bards and you'll rue the day.

If a **Battle of the Bards** begins, each participant has an **outplay 4** Limit, and the first who maxes it out, wins.

— LIMITS —

SUBDUE 3

DRIVE OUT OF TOWN 4

OUTPLAY 4 ↗

The winner becomes *famous-3* and the venue provides them with an *unforgettable night party*. The loser is *ridiculed-3*.

— TAGS & STATUSES —

impressive instrument, remarkable talent, huge-ego-3, well-loved-2

❖ Famous entertainer (scandalous secret)

— THREATS & CONSEQUENCES —

BRAG "I'm the best bard this side of the river..."

- ❖ Play a little ditty to prove their chops (give *impressed-2*)
- ❖ Spin a tale full of mistruths and suggestions (give *goaded-to-[action]-2*)
- ❖ Challenge an entertainer to a competition (give *pride-on-the-line-2* and begin a **Battle of the Bards**)

BATTLE OF THE BARDS Begin playing beautifully and sing a popular drinking song

- ❖ Play a song of woe and loss (*outplay-2* and make *audience sad-1*)
- ❖ Play a song of joy (*outplay-2* and make audience *distracted-1*)
- ❖ Play an amazing solo (*outplay-2* and make audience *impressed-2*)
- ❖ Plant in the crowd the idea that their competitor is cheating or rotten (*vicious rumor*)

TAVERN LARK ♫ ♫

Watcher, Sapper

There's no such thing as a casual night at the publick house, at least not when the Tavern Lark is around. Ready to carouse the night away, this life-of-the-party is spreading mayhem for mayhem's sake, then making off with money and secrets. It's a just payment for the good times provided.

The *enjoying-myself* status is compelling, to stay in the tavern and not go home.

— LIMITS —

SUBDUE 2

INTOXICATED 🍺

— TAGS & STATUSES —

lead belly

cheerful-2

— THREATS & CONSEQUENCES —

INTRODUCE Offer a warm greeting, a pat on the back, and ask why everyone is in town

- ❖ Order an opening round for the group (give *drunken-1* and *enjoying-myself-1*)
- ❖ Suss out a fellow drinker's plans or dealings (**Exposure**)

PARTY Sing, brag, cheer, wrestle, and be the life of the party

- ❖ Make sure everyone is having a good time (give *enjoying-myself-1*)
- ❖ Get people talking about what troubles them (**Exposure**)

SPY AND STEAL Suddenly not be at their seat

- ❖ Take something valuable (scratch a tag)
- ❖ Overhear a private conversation (**Exposure**)
- ❖ Vanish without a trace (**Blocked**)



Journey - Landscape

Bewildering City

You make your way through crowded cobblestone streets in a kaleidoscope of strange sights and wretched smells. This city is old, big, and so full of people – and you are unaccustomed to its ways.

Tags: grimy, overcrowded, narrow streets

GENERAL CONSEQUENCES

- ❖ You become lost in the labyrinth of city streets (*lost-2* or *time-passes-1*).
- ❖ You are overwhelmed by the bustle, the commerce, or all the strange accents (*overwhelmed-2*).
- ❖ Someone recognizes you, and news of your arrival travels (**Exposure**).

SEEDY UNDERBELLY

You pass through the part of town one enters only when they have a very good reason. Keep on your toes.

- ❖ Some rough and tumble folk block your path (**Blocked**) and treat you to a beating if you don't turn back (*bruised-2*).
- ❖ A beggar asks you for alms (*short-on-coin-1* and optionally scratch an item tag, or *guilty-1*).
- ❖ You accidentally interrupt a nefarious deal in an overshadowed alcove. These people will remember your face (*marked-2*).
- ❖ Cunning eyes and steely blades greet you from the darkest corners of this place (**New Challenge**: a handful of Brutal Outlaws, page 131).

INQUISITIVE GUARDS

A cadre of *alert-2* city guards stand between you and the next city ward, guarding a major gateway; or, the guards stop you in the middle of the street, with a few questions.

- ❖ The guards don't like your answers, and will remember you (*marked-1*).
- ❖ You must pay the gate tax to enter, or the bribe to be let go (*short-on-coin-2*).
- ❖ Something you own is confiscated as contraband (scratch a tag).

BUSTLING BAZAAR

This busy open air market is full of *exotic goods* from all over the region and *savvy hagglers*. A great place to restock and make a purchase.

- ❖ You spend more than you should (*short-on-coin-2*).
- ❖ You were sold a poor specimen or replica of what you wanted (add a negative tag).
- ❖ You browse goods, watch a street performer, and forget the time (*time-passes-1*).
- ❖ The goods you want are sold by a silver-tongued trader (**New Challenge:** Shrewd Merchant, page 133).
- ❖ Someone bumps into you... (**New Challenge:** Nimble Pickpocket, page 162).

SINISTER-LOOKING SHOP

At the end of a shadowy alley, a shop advertising forbidden goods tempts you with occult offerings in the window, the doorway opens into a cramped hall, dark and musty.

- ❖ The strange concoctions and preserved animal carcasses on offer creep you out or make you *queasy-2*.
- ❖ The odd shopkeep demands an unusual price (scratch a tag for personality or memory).
- ❖ A hooded figure standing in a nearby alley watches you leave the store (**Exposure**).
- ❖ The promise of power keeps on your mind even after leaving the shop (*power-hungry-2* or *thirsty-for-knowledge-2*).

A DISTRESSED CHILD

A child comes to you begging for help, with *pitiful crying*. They lost their parents; or their sibling or friend got stuck in an abandoned building. Only you can help!

- ❖ You help them by searching for several hours (*time-passes-1*).
- ❖ You are injured while helping to release their friend (*wounded-3*).
- ❖ Your failure to help haunts you (*guilty-3*).
- ❖ The child's parent is an unscrupulous character (**New Challenge:** Ambitious Conjurer, page 130, Obsessive Cultist, page 163, or Plotting Courtier, page 170).

CELEBRATION

A large wedding or local festival fills the streets with revelry and debauchery, a chance to have some fun and relax!

- ❖ You are overtaken by the crowd, who knows where (*lost-2*).
- ❖ You are drawn into the festivities, where you get a little too inebriated (*drunken-3*).
- ❖ You perform a terrible faux-pas (*embarrassed-2* and *ill-repute-2*).

PUBLIC TRIALS

Your path cuts through a central square, where upon a wooden platform a magistrate condemns criminals while an executioner delivers their punishment.

- ❖ The executioner stares you dead in the eyes (*marked-3*).
- ❖ You have the misfortune of watching a public beheading (*troubled-3*, *queasy-3*, or *rebellious-3*).
- ❖ You are called to stand trial, even if you committed no crime (**New Challenge:** Stern Magistrate, page 117, and Sadistic Gaoler, page 171).

THE CASTLE

Perched upon a hill with its proud banners flapping in the wind, a castle is a crucible of power which casts the hopes and fears of all the realm. For behind its hewn stone walls there is a forging of fates and a testing of courage and cunning. Will wisdom prevail on the throne, or will foolishness, greed, and cruelty reign?

ARDENT KNIGHT ♫♫♫

Aggressor

Noble of features and demeanor – until slighted – this proclaimed champion of the realm struts about in shining albeit somewhat battered armor, emblazoned with their liege's heraldry or that of their noble house. Their oath binds them to throne and to honor, although Knights are divided as to which of these takes precedence.

LIMITS

HARM 3

IMPUGNED HONOR 3

Begin using the DUEL actions, as the Knight challenges the person who last insulted them to a duel

TAGS & STATUSES

glistening armor

sword, mace, or lance

emblazoned shield

warhorse with bardings

honorable-2

Trained knight (underhanded maneuvers)

SPECIAL FEATURES

EASILY OFFENDED

Every time someone speaks ill about the Oathbound Knight, their lord, or their quest, even if indirectly or through implication, the Knight gains *impugned-honor-1*.

THREATS & CONSEQUENCES

TROT IN Arrive trotting on their gallant horse, drawing all eyes

❖ Impress upon all who behold them (*awed-2*)

PROVOKE Dress someone down, verbally

❖ Insult someone's manners, lineage, or bearing (*humiliated-3*)

❖ Threaten with fines, jail, banishment, or death (*intimidated-4*)

❖ "Remove them from my sight!" (**Blocked**)

DUEL Fight for their Honor

❖ Assume a defensive battle stance (*parrying-2*)

❖ Make a series of practiced strikes (*wounded-3*, then *wounded-2*)

❖ Insult the honor of dueling partner, to make them make a mistake (*provoked-2* and if not fully lessened, also *exposed-2*)

❖ Disarm a foe using a complicated weapon maneuver (scratch a tag)

CATSPAWE ♫ ♫ ♫

Aggressor, Quarry

Wreathed in the deep indigo cloak of conspiracy weaved by others, the Catspaw is no more than a violent underling willing to kill for someone powerful. Keeping to the shadows, they stalk, study, and strike when the time is right.

— LIMITS —

HARM 3

CATCH OR ESCAPE 5

— TAGS & STATUSES —

cloak and dagger

knowledge of the victim

fast-spreading poison

stealthy

perfect-positioning-2

 Experienced killer

THREATS & CONSEQUENCES

AMBUSH The shadows seem to shift in an unlit corner

- Strike from hiding (*surprised-3* and then *wounded-4*; if not fully lessened, also *poisoned-3*)

FIGHT Deftly brandish their weapon as they prepare to finish the job

- Counter their foe's tactics or prevent them from getting their weapon (scratch a tag related to fighting)
- Find a *weak point* in defenses or armor
- Lunge for the kill with cold determination (*wounded-3* and *prone-2*)
- Shift their balance from foot to foot, ready to dodge (*evasive-2*)

FLEE Make for an escape route

- Destroy evidence or an important object (scratch a tag)
- Topple shelving, furniture, or stacked bushels to create an *obstacle*
- Swiftly get away (**Blocked** or *escaping-4*)

DISTRUSTFUL RULER ♫ ♫ ♫

Obstacle

Holding dominion over lands for as far as the eye can see, the Distrustful Ruler knows that every soul in the realm secretly craves to supplant them. These dark fears lead them to send the Fellowship out on a quest that would advance their political goals, but their distrust is deep and they are loath to allow even their allies to gain a modicum of power.

— LIMITS —

CONVINCE 4

— TAGS & STATUSES —

regal bearing

paranoid-2

 Ruler of the realm (claim to the throne)

— SPECIAL FEATURES —

MONARCH OF THEIR DOMAIN

Anyone entering the court with the Ruler present becomes *awed-3*.

THREATS & CONSEQUENCES

ARGUE Pace about the area, making paranoid claims

- Bring up new conspiracies and enemies they dreamed up (gain *paranoid-1*)
- Counter every point someone makes (**Blocked** and give *frustrated-2*)

BERATE Dress someone down, verbally

- Insult someone's manners, lineage, or bearing (*humiliated-3*)
- Threaten with fines, jail, banishment, or death (*intimidated-4*)
- "Remove them from my sight!" (**Blocked**)

COMMAND Call for an attendant

- Make a sweeping proclamation that affects the entire region (**Ill Tidings**)
- Agree to provide support (**Yes, But...**) in return for taking a *pledge of fealty*
- Proclaim war (**New Challenge**: Soldiers with  Great army)

PLOTTING COURTIER ♣♣♣♣

Countdown, Watcher, Influence

This grasping socialite, cunning visier, or charming conspirator whispers and plots in the shadowed alcoves of a noble house, a mercantile organization, or royal court. Conniving and manipulative, they care only for their ascent up the ladder of power, crushing others underfoot if necessary, but their pretence is gaining them the favor of those in power. Their primary weapon is manipulation and their ammunition is secrets.

LIMITS

EXPOSE 5

CONSPIRACY 5 ↗

Deliver one of the **Grasp for Power** Consequences with  Far-Reaching Political Influence.

TAGS & STATUSES

fine clothing

house fortune

conniving-2

 Court intrigue

SPECIAL FEATURES

WEB OF SPIES

Whenever someone who could be linked to the Plotting Courtier learns of the Heroes' actions, whereabouts, plans, or secrets (**Exposure**), if the information could be leveraged, the Plotting Courtier gains a tag for it.

THREATS & CONSEQUENCES

PLAY A ROLE

Nod thoughtfully, grin emptily, or offer hollow words

❖ Flatter profusely, carouse loudly, feign innocence, or humble themselves before those in power (gain *favored-2* or reduce 2 tiers from a negative social status)

❖ Underhandedly provoke or manipulate someone to take unwise actions (*provoked-3* or *convinced-3*)

❖ Undermine confidence or good standing with a glare, a lie, or a snide remark (scratch a tag or reduce a positive social status by 2 tiers)

CONSPIRE

From the shadows, stare intensely at their next victim with cold fire in their eyes

❖ Secretly advance their nefarious plans (*conspiring-2*)

❖ Spread a rumor about someone (*ill-repute-3*)

❖ Uncover a private secret and use it as leverage (gain a [*leverage*] tag)

❖ Employ blackmail and deceit (gain *political-support-1* or *coffers of coin*)

GRASP FOR POWER

Their demeanor betrays an unusual smugness - they are ready to strike

❖ Assume a position of power (gain  Authority)

❖ Take over a stronghold (gain  Stronghold)

❖ Dispatch an adversary or ruler (**Ill Tidings** or **New Challenge**: Catspaw, page 169, or Soldiers, page 179)

❖ Manipulate those in power to issue a *decree*

❖ Steal a Hero's glory, reward, or birthright (scratch tag and then gain the same tags)

❖ Have someone *condemned-5* to the gallows, *exiled-5*, or *imprisoned-5*



SADISTIC GAOLER ♫♪

Sapper, Watcher, Pursuer

The Sadistic Gaoler take twisted joy in torture, to ensure your last days are every bit worse than you could imagine.

LIMITS

HARM 3

CONVINCE 5

ESCAPE 3

TAGS & STATUSES

chain and hook

torture implements

gleefully-sadistic-2

alert-2

🗡️ Cruel warden (bribe or charm)

🗡️ Big and brawny

THREATS & CONSEQUENCES

SUSPECT Grow more suspicious toward the prisoners

- ❖ Call for someone to keep watch (**New Challenge:** Soldier, page 179)
- ❖ Uncover an escape route and seal it (reset *escaped* and **Blocked**)
- ❖ Threaten more pain if they don't come clean (*intimidated-2*)
- ❖ Tighten security (*chained-2*, *steel lock*, *glyph of screeching alarm*)

BREAK WILL Express great pleasure at the idea of what they are about to do

- ❖ Inflict terrible pain (*agonizing-2*)
- ❖ Deny the prisoners their needs or decency (*humiliated-2* or *starving-2*)
- ❖ Preview the preparations for execution (*terrified-2* or *disheartened-2*)
- ❖ Take a trophy or remove equipment (scratch two tags)
- ❖ Extract a confession (**Exposure**)



Journey - Occasion

Battle At The Gates

Armies clash at the castle gates. Archers loose arrows upon the vanguard from their murder holes as their fellow defenders ready dangerous fiery concoctions to drop down from the battlements. Siege engines are moved into place as the attackers make their final push.

This journey can be played as the attacking army (the Journey ends with breaching the gates) or as the defending army (the Journey ends with the gates holding and the attackers retreating).

Tags: *fire and oil, chaotic battle, siege engines*

GENERAL CONSEQUENCES

- ❖ You are struck by a stray arrow or a shower of boiling oil (*wounded-3* or *burning-3*).
- ❖ You panic in the chaos of war (*terrified-2* or *disheartened-2*).
- ❖ You are out of arrows, your weapon is dulled, or your armor is broken (scratches a tag).

MOVE TO POSITIONS

The invading army creeps near as the defenders blow horns and man the walls.

The tension is palpable. Deploy your troops and make your last preparations.

- ❖ You scramble to make final preparations but there's no time (*ill-prepared-1*).
- ❖ The sight of the other army puts fear in your heart (*disheartened-1*).
- ❖ As if war wasn't enough, the heavens add their touch (*fog, rain, storm, baking sun*).

RAIN OF ARROWS

The skies darken... a rain of arrows is descending upon you!

- ❖ You are struck through by several missiles (*wounded-2* and *pinned-1*).
- ❖ The person by your side is killed (*Ill Tidings* or *disheartened-1*).
- ❖ Some of the arrows are flaming and set your surroundings *ablaze-2*.

CROSSING THE MOAT

The drawbridge is beginning to lift as the attacking army charges!

- ❖ (Attacker) The drawbridge is raised. Wait for the siege engines (defenders gain *prepared-1*) or cross the spike-ridden moat (*wounded-2*).
- ❖ (Defender) It's too late to lift the drawbridge. The attackers overwhelm your walls (*gate-overwhelmed-2*).
- ❖ You fall into the moat water, when something pulls you down (**New Challenge:** Drowning Beauty, page 152).

BULWARK CLASH

As you run atop the bulwark to where you're most needed, an enemy warrior leaps in your path.

- ❖ You are goaded into an impromptu duel (*provoked-2* and **New Challenge:** Soldier, page 179, or Ardent Knight, page 168).
- ❖ The distraction separates you from your allies (**Complication**).
- ❖ You both slash at each other as you pass by, never looking back (*slashed-3*).

SUPPLY RUN

Your archers are running out of arrows! Can you help?

- ❖ The arrows run out and the enemy presses the advantage (Attacker: *pushed-back-2*, Defender: *gate-overwhelmed-2*).
- ❖ In your haste to bring more arrows, you become *tired-1*.
- ❖ An enemy archer feathers you while you run to your own archers (*wounded-2*).

CRUMBLING WALLS

A section of the walls begins to crumble and fall off, endangering everyone nearby.

- ❖ You are trapped under falling stone (*crushed-3* and *trapped-3*, or *broken arm*).
- ❖ An enemy soldier instinctively pushes you out of the way, and for a moment you find yourself *doubting-1* the need for this war.
- ❖ A great *cloud of dust and debris* rises around you.

SEWER ESCAPE

Word reaches your ears that a *fleeing scion* is trying to escape the walls through the sewers.

- ❖ The noble scion flees, or dies, earning you the ire of your lords (*marked-4*).
- ❖ You capture the scion, and they urge you to join them (*tempted-3*).
- ❖ It was all a ruse by the enemy to pull you into an ambush (**New Challenge:** Soldiers, page 179, Ambitious Conjurer, page 130, or Bloodthirsty Reaver, page 139).

BATTERING RAM AT THE GATE

The sieging army has pulled a battering ram to the gate. This is the decisive moment ~ will the gate hold?

- ❖ (Attacker) The gate is holding, while your troops are *tired-1*. Either try again or retreat.
- ❖ (Defender) The battering ram breaches the gate and the attackers swarm in (*gate-overwhelmed-2* and **Ill Tidings**).
- ❖ The stench of death has attracted a hungry drake, which lands on the parapets above the gate (**New Challenge:** Fabled Bird of Prey, page 139).



Journey - Occasion

Noble Banquet

The mansion's grounds thrum with the excitement of political intrigue. A lavish banquet is placed before these nobles, but few are gauche enough to partake. Instead, they cluster in groups, eying each other like predators.

Tags: *decadent food, famous and powerful people, whispered conversations*

GENERAL CONSEQUENCES

- ❖ You make a fool of yourself through some subtle slight or misstep in etiquette (*embarrassed-2*).
- ❖ You get tipsy on fine wine and let slip a secret (*inebriated-2* and **Exposed**).
- ❖ You earn the attention or ire of a powerful player (*marked-2*).
- ❖ A scorned noble stripped of their standing barges into the party (**New Challenge:** Ragged Jester, page 158).

GREET THE DIGNITARIES

The herald announces your name, title, and exploits. It is time to come forth, bow, and make an impression.

- ❖ You bumble your presentation, making a powerful person *angry-2, disinterested-2*, or *bored-2*.
- ❖ One of the dignitaries puts you on the spot with a tough question about your past or adventures (**Exposed** or they gain *insulted-2*).
- ❖ You are picked on by another guest (**New Challenge:** *inebriated-2* Ardent Knight, page 168, or a *jealous-2* Rival Bard, page 165).

POCKETS OF INTRIGUE

You hear whispers and stifled laughter from a corner of the room. Several isolated **schemers** are discussing the latest gossip ~ matters both secret and useful.

- ❖ You overhear some incendiary political plotting; you can't unhear it (**Complication**).
- ❖ They notice your presence, and move someplace else (*cold-shoulder-2* and **Blocked**).
- ❖ You are welcomed into the conversation, but the courtiers get more out of you than you do from them (**Exposed**).

INVITATION TO DANCE

The music changes into a **graceful melody** and everyone arranges themselves in lines and circles. You are invited to engage in the court dance.

- ❖ You fail to keep up with the steps of the dance (*embarrassed-3*).
- ❖ The dancing provides diversion, but you come away *tired-1*.
- ❖ You find yourself in a dance-off with someone who takes it personally ([*rival for the evening*]).
- ❖ You become popular (*all-eyes-on-me-2*) to the chagrin of whoever invited you to dance (they gain *jealous-2*).

FLIRTING HEIR

The **attractive heir apparent** to the lordly house of this estate seems to have eyes for you, making furtive glances throughout the evening, but never approaching. Are they waiting for you to take the first step?

- ❖ The heir is appalled at your action (*embarrassed-2*, and they gain *disinterested-2*).
- ❖ The heir charms or impresses you (*smitten-3*).
- ❖ Someone in the court approaches you, offering to reveal the heir's favorite gifts, for a price (**Complication**).

A VICIOUS RUMOR

A courtier approaches and asks in **playful mockery** if a terrible rumor about you is true; people around turn their head, interested.

- ❖ The rumor is spreading further (*ill-repute-2*).
- ❖ They don't really care, they just wanted to mock you (*provoked-2* and *angry-2*).
- ❖ You garner a terrible nickname that spreads like wildfire (*embarrassed-2* and *clown of the evening*).

POISONED FOOD

You notice someone holding their stomach. Then someone else quickly makes for the privy. You suspect the **delicious hors d'oeuvres** were poisoned ~ and you, too, had some.

- ❖ You only learn vague details about the snake who did this (**Yes, But...**).
- ❖ You feel ill (*unsettled-stomach-2*).
- ❖ Your interest in the hors d'oeuvres lead people to think you poisoned them (*suspected-3*).

ASSASSINATION ATTEMPT

Someone lurks in a **shadowy corner**, trying to avoid all attention ~ but you notice them.

- ❖ A noble calls you away for a moment, and when you look back, the figure has disappeared (**Blocked**).
- ❖ The lurker sees you as a threat, and engages (**New Challenge: Catspaw**, page 169).
- ❖ The assassin stabs their victim – and flees (*wounded-4* and *poisoned-3* or **Ill Tidings**).

ON THE BATTLEFIELD

From their high and mighty thrones, rulers and wizards move entire armies as one would move chess pawns. But here, on the front lines, warriors' blood drenches the land, the monstrous enemy presses from every direction, and the anguished wailings of war and despair echo and linger long after the battle is won or lost.

BATTLEFIELD LEADER ♫♪♪

Support

Surrounded by their band of Soldiers (page 179) or leading the charge, this prominent warrior and gifted tactician inspires, rallies, and guides their troops to push to victory even in the face of certain death.

As long as the Leader is with their troops, they fight as a part of the unit and enjoy the same statuses they impart on the troops.

LIMITS

HARM 3

TAGS & STATUSES

commanding voice

standard-bearer

emblazoned shield

 Military leader (personal blindspot)

SPECIAL FEATURES

GUARDED

Whenever the Leader would be physically attacked or harmed while their troop is able to protect them, the troop becomes the target of that action instead – before counting Power for the action.

FOR WRATH AND GLORY

Once per scene, during a single action or reaction, the Narrator may tell the Hero to ignore a debilitating status of the Leader's troop or other subordinate, such as *wounded* or *terrified*.

THREATS & CONSEQUENCES

SURVEY

Take in the battlefield with steely eyes

◊ Anticipate the enemy's maneuvers (**Exposed** or give *predictable-2*)

◊ Devise a new tactic (gain *diversion*, *stealth*, *pincer movement*, etc.)

COMMAND

Shouts out brusque commands to their warriors

◊ Guide the troops to a new position (*advantageous-position-2*, *defensive-retreat-2*, or **Blocked**)

◊ Rally the troops (*emboldened-2*, *focused-2*, or remove 2 tiers of negative morale statuses)

◊ Command the troops to charge (*charging-1*) or lead the charge personally (*charging-3*, but lose the benefits of **Guarded**)

◊ Summon reinforcements (remove 2 tiers of *wounded* from the troops or **New Challenge**: more Soldiers, page 179, Bombardier, page 177, or Frontline Healer, page 178)

FIGHT

Swing their weapon and mow down the enemy, splattering blood

◊ Bash or skewer an enemy warrior (*wounded-3* and gain *troops'-support-1*)

◊ Prepare to block (*parrying-2*) or evade (*evasive-2*) a charging foe



BOMBARDIER ♫ ♫ ♫

Aggressor, Sapper

This peculiar sorcerer marches gingerly onto the battlefield, leaving an acrid trail of smoke and sulfur in their wake. Experimenting with alchemy and warfare, the Bombardier is a military engineer who most leaders rightfully fear will quickly turn into a loose cannon. Only the mad and the brave would carry such caustic and explosive concoctions into the chaos of war.

In larger battles, the Bombardier may have access to siege weapons, such as a *catapult*.

LIMITS

HARM 2

SCARE 3

TAGS & STATUSES

bandoleer of vials

goggles

mad-2 or

hidden-position-2

✖ Demolition (neutralizing the bombs)

THREATS & CONSEQUENCES

BOMBARD Ready a glass vial or alembic in their slingshot, or reach for a clay bomb

- ❖ Throw an explosive (*wounded*-3 to a group, *damaged*-3, or scratch a transport or structure tag)
- ❖ Pellet with acid or poison (*acid-burns*-3 or *poisoned*-3)
- ❖ Steep a group in choking fumes (*coughing*-2 and *blurry-vision*-2)
- ❖ Cover an area in smoke (*smoke*, gain *hidden*-2, or **Blocked** as a cover for escape)
- ❖ A bomb explodes and a building comes crumbling down (**III Tidings**)

FRONTIER HEALER ♫♫

Support

True healers, whether by divine grace or by power of the mystic arts, are a rare find, and most dedicate themselves to healing the ailments of the innocent. This one, however, chose a side in the war, and charges into battle alongside their troops. Their spells knit together open gashes and reattach torn limbs, much to the amazement and gratitude of their allies.

The Healer's **vitality** status tracks their reserves of excess life force. When it runs out, the Healer cannot take **HEAL** actions until they draw more vitality from the environment.

LIMITS

HARM 3

SCARE 4

TAGS & STATUSES

gambeson

requires incantations

requires gestures

jaded-2

vitality-4

☒ Vitality magic

SPECIAL FEATURES

GUARDED

Whenever the Frontier Healer would be physically attacked or harmed while their troop is able to protect them, the troop becomes the target of that action instead – before counting Power for the action.

THREATS & CONSEQUENCES

HEAL & PRESERVE Rush to a wounded or fallen comrade and begin to gesticulate, as threads of light weave around them

- ❖ Heal their comrade (reduce an injury status by 3 and remove 1 tier from **vitality**)
- ❖ Heal themselves (reduce an injury status by 1 and remove 1 tier from **vitality**)
- ❖ Revive a comrade, if they had not been killed (**New Challenge** and remove 1 tier from **vitality**)
- ❖ Place a life-preserving ward to protect a comrade (give *warded-against-harm-1* and remove 1 tier from **vitality**)

SLAY Set their gaze on the nearest foe, draw their blade, and charge

- ❖ Cut their foes down (*wounded-2*)
- ❖ Shove a foe aggressively and knock them down (*prone-2*)
- ❖ Protect a wounded comrade (*shielded-2*)

DRAW Crouch beside a living thing and concentrate, dark threads flowing between them

- ❖ Draw life from a natural feature or creature (give *despoiled-2* or **Ill Tidings**, and gain **vitality-2**)
- ❖ Draw life from a vulnerable or wounded foe (give *wounded-2* or *agonizing-2* and gain **vitality-2**)
- ❖ Kill a dying foe by taking away all of their remaining vitality (gain **vitality-5** and *shadow-of-guilt-2*)

SOLDIER ♫ ♫

Aggressor

Soldiers – archers, footmen, pikemen, spearmen, cavalry, and the like – are trained, well-organized, and often well-equipped persons-at-arms, ready for battle.

A Soldier's Might can reflect their training (from local militia to experienced, well-armed mercenaries), their numbers (a company or a great army), or both. Specific training, weapons, and provision can be reflected as tags (*warhorse, morning-stars, disciplined*).

A troop of Soldiers can be *routed* if their morale breaks.

LIMITS

HARM 3

SCARE OR ROUT 3

TAGS & STATUSES

uniform armor

well-maintained weapon

alert-2

bored-2 or inspired-2

THREATS & CONSEQUENCES

PATROL Travel along a defined route, watching for trouble

- ◊ Search for interlopers (remove two tiers from a *hidden* status, give *alarm*, or *Exposure*)
- ◊ Question someone found (*intimidated-2* or *Exposure*)

BATTLE Draw a weapon and engage

- ◊ Stab, clobber, or shoot (*wounded-2*)
- ◊ Disarm, push, or topple (scratch a tag or give *cornered-2* or *prone-2*)
- ◊ Yell, swear, and strike weapon on shield (*intimidated-2*)
- ◊ Retreat, reposition, or flank (gain *behind-cover-2* or *superior-position-2*)
- ◊ Fight defensively to tire out their opponent (*tired-2*)





Journey - Landscape

Ongoing Battle

The smell of ash and blood, the groans of clashing warriors, and the crunching of breaking spears and shattered shields... You stand at the edge of an enormous battlefield, where troops and companies maneuver and engage, blowing their horns and crying their battle cries, with hordes of warriors swarming the horizon. Now, how to get through?

Tags: *in the midst of battle, broken debris, constant racket*

GENERAL CONSEQUENCES

- ❖ You are struck by a stray arrow or a thrown weapon (*wounded-2* or *bruised-2*).
- ❖ You are overwhelmed by the horrific sights and smells (*terrified-2* or *overwhelmed-2*).
- ❖ You begin to regret ever coming here (*doubting-2* or *miserable-2*).

ISOLATED SKIRMISH

A hodge-podge of warriors from both sides are blocking your path, clashing in a violent skirmish. An embattled captain cries for your help in defeating their foes.

- ❖ You are gravely *wounded-4* in the skirmish.
- ❖ Your inability or unwillingness to help earns you the hatred of the captain (*marked-3*).
- ❖ Some of the combatants identify you as their enemy and break away to engage you (**New Challenge:** a handful of Soldiers, page 179, or Bloodthirsty Reavers, page 139 – or flee and become *tired-2*).

ENDANGERED BYSTANDERS

A group of **helpless locals**, peasants, merchants, or kids, have found themselves on the edges of the battle, soon to join the tide of corpses unless rescued.

- ❖ They flee in panic into the battlefield, with little chance of survival (**III Tidings** and *disheartened-1*).
- ❖ They beg you for some food, as their homes have been razed. (*short-on-supplies-3* or *guilty-3*).
- ❖ An elder curses you (*cursed-1* or *shaken-1*), thinking you are raiding their lands.
- ❖ Several soldiers appear, seeing the locals as enemies (**New Challenge**: a handful of *fanatic-1* Soldiers).

SHIFTING TIDES OF BATTLE

As you fight your way through the battle, the lines shift. It's **bloody chaos** all around ~ but you must push through.

- ❖ You are confused as to your location or which side you're now amongst (*confused-2* or *lost-2*).
- ❖ A bewildered soldier from your side charges you as an enemy (**New Challenge**: *panicking-1* or *confused-1* Soldier, page 139).
- ❖ You witness the horrors of war up close (*disheartened-2* or *queasy-2*).

SPIKED BARRICADE

One of the sides has erected a **spiked barrier** here that stretches far in either direction, blocking your advancement.

- ❖ You cut yourself (*bleeding-1*) or exhaust yourself (*tired-1*) trying to pass through.
- ❖ You waste precious time dismantling the barrier or looking for a gap (*time-passes-1*).
- ❖ You drop something into the spiked barrier as you pass it (scratch a tag or **Blocked**).
- ❖ A flaming arrow, stray spell, or deliberate sabotage have set the barricade on fire as you cross (*burnt-2*).

UNLEASHED MONSTROSITY

Someone has unleashed a terrifying monstrosity onto the battlefield, and it's coming your way!

- ❖ The monster wreaks havoc nearby, blocking your escape (**Blocked** or *cornered-3*).
- ❖ You are outraged that someone would release this monster against soldiers (*righteous-anger-3*).
- ❖ The monstrosity catches up to you and you have no choice but to fight for your life (**New Challenge**: Greedy Dragon, page 184 or Twisted Creation, page 193).

WOUNDED SOLDIER

You come across a soldier leaned on an overturned wagon, wounded and bleeding to death, pleading for help.

- ❖ The soldier dies (*guilty-2* or *jaded-2*).
- ❖ The soldier reveals a hidden dagger and lunges forward (*wounded-2*).
- ❖ The soldier reveals a terrible development has occurred (**III Tidings**) laughing "You're too late!" with a bloody mouth.
- ❖ The soldier mutters with glistening eyes: "Stop the fighting. This is senseless." (*sympathetic-2* or *pacified-2*).

CAUGHT IN THE MIDDLE

Lines of **raging-3** warriors are forming on either side, yelling and cursing, brandishing weapons, and hissing at each other. The signal to clash will come any moment.

- ❖ You are tramped down by the fighters (*broken-bones-3*).
- ❖ You or your horse are pierced by a pike (*pierced-4* or remove the **warhorse**).
- ❖ You get out by the skin of your teeth, but leave something behind (scratch a tag).
- ❖ You will be remembered by all who fought here today (*marked-4*).

BLIGHTED BADLANDS

Cursed in ages past or corrupted by foul sorcery, this land is naught but barren tracts as far as the eye can see, scarred with ravines that spew forth noxious fumes – it has nothing to offer the living. Only the twisted, the exiled, and the desperate come here, and now – you.

CORRUPTED VERMIN ♫ ♫ ♫

Aggressor

Twisted by sorcery into a mockery of their natural form, these person-sized pests crawl in the shadows of the fallen empires or in the horrid places that birthed them, feasting on anything they come across while spreading their corruption.

Only the rarest of graces or the deepest of the mystic arts can hope to *cleanse* the corruption from the poor creature, leaving it weak but alive.

LIMITS

HARM 3

CLEANSE 3

TAGS & STATUSES

Choose two:

chitinous shell

sharp pincers

creepy crawler

fluttering wings

camouflage

vicious-2

☒ *Oversized*

SPECIAL FEATURES

CURSED VENOM

Whenever a Hero's *poisoned* status exceeds tier 2, reduce it by 2 and give that Hero a tag denoting corruption, such as ☒*gnarled hand*, ☒*poisonous skin*, ☒*light sensitivity*, or ☒*forked tongue*.

THREATS & CONSEQUENCES

CREEP UP

Something is scuttling closer, but from where?

- ❖ A hardly-seen cloud of miasma poisons the air (*coughing-2*, *queasy-2*, or *weakened-2* to all nearby)
- ❖ The Vermin comes forth, its many appendages writhing disgustingly, dripping with acid (*repulsed-2* to all who see)
- ❖ The Vermin creeps up on its first victim (*surprised-2*, then *bleeding-2*, and if not fully lessened, *poisoned-2*)

ATTACK

Rise on its haunches and hiss at its prey

- ❖ Spit or hurl a glob of corrosive slime (scratch item tag or *acid-burns-2*)
- ❖ Sting or bite, injecting a deadly venom or disease (*bleeding-2*, and if not fully lessened, *poisoned-2*)

SPREAD

Tendrils of the creature's accursed corruption spread in its wake

- ❖ Plants wither and the ground cracks (the area becomes *blighted-1*, create *broken ground* or *corrupting miasma*, or scratch plant life tags)

STAGNANT THOUGHTS ♫ ♫ ♫ ♫

Influence, Aggressor

When bitter grudges and lingering regrets go unresolved, they can coagulate into a bubbling, somewhat oily pond of Stagnant Thoughts. The malicious whirlpool is infectious, contaminating and eventually drowning victims literally and figuratively, to add their resentments to the pool.

Travelers believe that happy memories could stave away the Stagnant Thoughts' influence, and therefore sing songs and share happy tales when camping out near unfamiliar bodies of water.

Negative emotional statuses given by the pool become compelling once it begins to **PULL IN** the victim, requiring a Quick action to resist entering the pool. The pond may use the **DEPUTIZE** or **DROWN** Consequences on those in its waters.

— LIMITS —

BANISH OR CLEANSE 4

DRAIN 4

— TAGS & STATUSES —

murky waters

THREATS & CONSEQUENCES

DRIP GLOOM Your heart grows heavy, dark thoughts enter your mind

- ❖ It's getting harder to remember the good (remove two tiers from a positive emotional status)
- ❖ It's getting easier to focus on the bad (*depressed-3, furious-3, apathetic-3*, etc.)
- ❖ It's easiest to just give in (scratch two tags describing mental or emotional strength)
- ❖ A mean, critical voice from your past begins to echo your mind (*demeaning voice*)

PULL IN The pool beckons a victim to enter with their own voice saying: "I wish I could just wash away my sorrows."

- ❖ Continue to **DRIP GLOOM**

❖ (If no Success) The Hero unwillingly walks into the pool (**Complication**)

DEPUTIZE "Why should I suffer alone? They too must suffer."

- ❖ Infuse a person in the pool with a desire to perpetuate misery (*cruel-6*; if transformed, replace a theme with *Agent of Cruelty*)

DROWN "It's better to end it all."

- ❖ Drown a victim in the water (*drowning-3*)

SWARM OF INSECTS ♫ ♫

Sapper, Aggressor

Found in the dens of beasts, conjured by witches, or roaming swamps and marshlands, insect swarms can spell doom for the unwary adventurer. In even greater numbers, they become a plague that ravages the crops and livestock of entire communities.

— LIMITS —

DESTROY 3

DISPERSE 3

— TAGS & STATUSES —

attracted to food, overwhelming

Choose:

Cloud of gnats

Field-devouring swarm

A pestilence upon the realm

THREATS & CONSEQUENCES

SWARM Buzz and skitter as they descend upon their food

- ❖ Disgust the faint of heart (*repulsed-2* or *queasy-2*)
- ❖ Bite and sting (*in-pain-2* or *itchy-2*)
- ❖ Devour foodstuff, crops, or even livestock and structures (scratch tags, *short-on-supplies-2*, or **Ill Tidings**)

GREEDY DRAGON ♫ ♫ ♫ ♫

Influence, Aggressor

Dragons are among the most feared creatures in all of legend. Every dragon is unique: some have feathers, antlers, or even multiple heads, some are as large as mountains or castles, while others have serpentine, wingless forms. Many of them share a legendary greed, an infamous love of gold, and a ravenous hunger, that have brought these tyrannical creatures to hold entire kingdoms to ransom for fear of the dragon's wrath. Yet every dragon, even the most vile, has one item in its possession it holds dear over all other treasures – a magic ring, a simple token of love, or their unhatched egg.

LIMITS

HARM 6

SATISFY 5

AWAKEN 3 ↗

The Greedy Dragon awakens and immediately delivers one of its **TERRORIZE** Consequences.

TAGS & STATUSES

giant ego

impenetrable scales

sharp senses

terrifying presence

wings

rune of spell-countering

temperamental-3

Immense

Creature of pure magic

SPECIAL FEATURES

DRAGON'S MARK

When an item is stolen from a dragon's hoard, the thief becomes *marked-4*. The dragon can always sense a *marked* individual's presence.

THREATS & CONSEQUENCES

STIR

- The dragon is sleeping. For now.
- ❖ Snort, their breathing getting lighter (gain *awaken-1* and give *nervous-2*)
 - ❖ Turn in their sleep, toppling down a tidal wave of coin and treasure, or rubble (*buried-3*)

TERRORIZE

Roar and spread their wings

- ❖ The hearts of all who witness such power are filled with dread (*terrified-4*)
- ❖ Batter with a buffet of winds (*knocked-down-3* to everyone)
- ❖ Fly high to avoid attacks or prepare to swoop down (*out-of-reach-3*)

DOMINATE

Rise to their full height, scowling

- ❖ Belittle and demean (give *provoked-3* or *insecure-3*)
- ❖ Roar with displeasure (gain *temperamental-3* or remove two tiers from *satisfied*)
- ❖ Speak a spellbinding demand (give *obedient-3* or *petrified-3*)
- ❖ Sense the most valuable item in one's possession (**Exposure**)
- ❖ See through a ruse (**Exposure**)

ANNIHILATE

Bare teeth while a fiery glow emanates from within

- ❖ Devour someone whole (*consumed-6*)
- ❖ Slam with their massive tail or rend with claws (*crushed-6* or *torn-apart-6*)
- ❖ Breathe fire or corrosive fumes (*reduced-to-ashes-6* or *nothing-but-bones-6* on multiple targets)
- ❖ Destroy a building full of innocents or decimate a population (**III Tidings**)





Journey - Landscape

Desolate Wasteland

A hot wind pummels your face as you look upon a tortured landscape that might once have been lush, in a prior age. Nothing but the most deadly creatures seem to thrive in this wasteland, consuming each other and all who set foot here, for all else is ashes and brimstone.

Tags: *extreme heat, no shelter, rocky wasteland, scarce food and water*

GENERAL CONSEQUENCES

- ❖ You feel as if you are being baked in an oven (*dehydrated-2*).
- ❖ You are stung by a venomous insect or plant (*poisoned-1*).
- ❖ You consume your supplies to survive (*short-on-supplies-2*).

ENDLESS ASHES

The dusty landscape goes on and on forever, the **blazing sun** or **volcanic heat** testing your body and mind. How shall you endure?

- ❖ You are drained of energy and burned by the heat (*heatstroke-3*).
- ❖ The desolation and endless journey leaves you despondent (*hopeless-2*).
- ❖ You are famished and yet you must ration the food you've packed (*short-on-supplies-2* or *hungry-2*).

HAUNTED BATTLEFIELD

You stumble upon the half-sunken remains of a great battle from centuries ago, haunted by **long forgotten spirits**. You must escape before you join them.

- ❖ The spirits gorge themselves on your vitality (*wounded-2* or *tired-3*) or mystic power (*drained-of-magic-2*).
- ❖ In your terrified escape, you leave something behind (*terrified-3* and if not fully lessened, scratch a tag).
- ❖ You are attacked by the angry spirits of fallen warriors (**New Challenge:** Otherworldly Assailant, page 159).
- ❖ The spirit cackle behind you, certain you will soon join them (*despaired-2*).

SUNKEN SHIP

You come upon the **broken husk of a ship**, submerged in the dust and desiccated over centuries. It beckons you with its secrets and a respite from the hot winds.

- ❖ One of you is convinced this is your ship and that it will take you home (*maddened-2*).
- ❖ You fall asleep in there, and wake up *thirsty-2* and *hungry-2*.
- ❖ The current occupier is unwelcoming (**New Challenge:** Corrupted Vermin, page 182).

MADDENED SCAVENGERS

You see tracks indicating that you are not alone in the wastes. These strangers must not be far and they likely **know this place** better than you do.

- ❖ You are caught in a snare trap (*trapped-3*).
- ❖ A group of desperate scavengers besets you, pointing to your packs (*short-on-supplies-2* or scratch an item tag).
- ❖ The scavengers want you for their food (**New Challenge:** a handful of *frenzied-2* Bloodthirsty Reavers).

STRANGE WATERING HOLE

Up ahead, a glistening flicker of light on the parched land betrays the presence of water.

- ❖ You resist or avoid the watering hole, but that makes you feel all the more *thirsty-2*.
- ❖ You march on and on, but eventually conclude that it was merely a mirage (*tired-2* and *lost-2*).
- ❖ The water that you find is strangely oily and viscous (*poisoned-2* or **New Challenge:** Stagnant Thoughts, page 183).

PYROCLASTIC STORM

A tidal wave of fumes, ashes, and flashing lightning tumbles your way laboriously on the horizon.

- ❖ You are buried under the moving dunes of hot ashes (*burnt-2*, *buried-2*, and *thirsty-2*).
- ❖ As the cloud passes over, you find one of you was struck by lightning (*burnt-5* or scratch companion or mount tags).
- ❖ You are *harrowed-3* or *despaired-3* by the ordeal.
- ❖ Your clothes and belongings become caked over with clay (*burdened-2*).

VAULTS OF DARKNESS

At long last, your journey has brought you to the throbbing heart of evil: a dark tower, a fortress of ice, or a sinister deity's hellish palace. You know, as you step through shadowy corridors, that all hope is lost and that you will perish here, yet your heart is set on your noble quest, and so you plunge deeper into the darkness.

DARK TYRANT ♫♫♫♫

Influence, Countdown, Aggressor

A sinister towering figure, wreathed in shadow and terror, emanating despair and the doom of all that is fair in the world – that is the vision of those who stand before the Dark Tyrant. And it will be the last thing they see as free people, for the Tyrant's annihilating presence crushes both body and soul, and restless death or eternal enslavement are all that awaits them.

Heroes who take a *desperation* or *corruption* status that exceeds their Limit become the Dark Tyrant's servants.

LIMITS

HARM 6

INFLUENCE

GRAND PLAN 4

New Challenge, Ill Tidings, or cursed-6 on a grand scale.

TAGS & STATUSES

体力 **Physically invincible** (the one weapon they're vulnerable to)

精神 **Dominating spirit** (personal flaw or attachment)

心灵 **Heart of darkness** (destroy source of power)

SPECIAL FEATURES

GUARDED

Whenever the Tyrant would be physically attacked or harmed while their guardian is able to protect them, the guardian becomes the target of that action instead – before counting Power for the action.

ALL POWERFUL

The Narrator may choose to deliver the Tyrant's Consequence during Establish instead of in the Consequence phase (Consequences from other sources may still occur after the Hero's action).

THREATS & CONSEQUENCES

CORRUPT

Speak highly of their station or character

- ◊ Recount someone's past failings or prod insecurities (*disheartened-3* or **Exposure**)
- ◊ Bear down on a mind with the full weight of their spirit (*corrupted-4*, *despaired-4*, or *dominated-4*)
- ◊ Paint a dreadful future as their dark plan unfolds (*grand-plan-1*)

OVERPOWER

Threaten to demonstrate the powers at their disposal

- ◊ Summon or send forth their underlings (**New Challenge**)
- ◊ Strike with unstoppable force, sowing devastation (*crushed-4* or *cursed-4*)
- ◊ Capture a companion or a key NPC (**Complication**)

OUTPLAY

Reveal at the worst moment a hidden weapon, an unexpected edge, or a terrifying spell

- ◊ Infuse themselves with power (remove 2 tiers from *harm* or gain *overpowering-3*)
- ◊ Kill a Hero or give them a fate worse than death (*wounded-6* or *worse-than-death-6*)
- ◊ Declare that if they cannot have it then no one will (**Blocked** or **Ill Tidings**)

CONQUER

The Tyrant and their forces spread throughout the land

- ◊ The Heroes come across smoldering remains of a place they cared about (**Ill Tidings**)
- ◊ The Tyrant strikes a key resource (scratch a tag or **Blocked**)
- ◊ Fear spreads among the common folk (the people gain *panicked-3*, *disheartened-3*, or *corrupted-3*)
- ◊ The Tyrant comes one step closer to finishing their grand plan (*grand-plan-1*)

HEARTLESS WARLOCK ♣♣♣♣

Aggressor, Influence

Sequestered in their magical laboratory, this gifted sorcerer has fallen under the sway of a dark entity and now seeks to do its bidding and spread its corrupting power. They blight the land, conjuring monstrosities and devilries that plague the common folk who dwell nearby. They are the subject of nursery rhymes, warning children to never approach their accursed abode, nor the malign demon that corrupted them.

The Warlock possesses an item of power, a direct link to the corrupting entity (their beating heart, according to many tales). Without it, the Warlock's dark power is diminished and eventually gutters out.

LIMITS

HARM 4

TEMPT WITH POWER 5

TAGS & STATUSES

item of power that is *warded-5*

quick caster

counterspell

heartless-4

warded-against-magic-4

shielded-from-harm-4

• Dark magick (stealing their item of power)

SPECIAL FEATURES

CURSE OF PROTECTION

As long as the Warlock's item of power is *warded*, anyone or anything else trying to touch, move, or harm it, whether physically, from afar, or through magic, first takes *wilting-curse-4*.

THREATS & CONSEQUENCES

DISPLAY POWER Whisper of great power, enough to make your dreams come true

- ❖ Reveal the dark power and show what it can do (*tempted-3* or *frightened-3*)
- ❖ Make an example of their first victim (*turn-to-stone-3* or *wilting-curse-3*)
- ❖ Divine the Heroes' dealings, secrets, or past (**Exposed**)

FIGHT Spread their cloak, purple light flares about them as they recite a powerful spell

- ❖ Smite with a bolt of witching lightning or flames (*burnt-4* or scratch two item tags)
- ❖ Call upon wicked spirits to possess their enemies and turn them against one another (*possessed-3*)
- ❖ Laugh viciously as they break another sorcerer's magic (*drained-of-magic-4*, reduce a magical status by 4, or scratch two magical tags)
- ❖ Etch protective sigils in the air and restore their spells of protection (gain *warded-against-magic-4* or *shielded-from-harm-4*)
- ❖ Summon evil beings to their aid (**New Challenge:** Otherworldly Assailant, page 159, Unshriveen Revenants, page 159, or Monstrous Spider, page 141)

BLIGHT LAND Appear in the region, heralded by signs of trouble and misfortune

- ❖ Unleash a monstrosity upon the region (**New Challenge:** Twisted Creation, page 193, or Fabled Bird of Prey, page 139)
- ❖ Conjure a *withering fog* or *cursed pestilence*, killing and displacing many (add tag and **Ill Tiding**)
- ❖ Raise a monument to its demonic overlord in or near a settlement, sparking new cults and dark practices (**New Challenge:** Megalith, page 141)

IMMORTAL VAMPIRE ✩✩✩

Aggressor, Influence

Immortal Vampires rarely think of mortals as more than prey to be and hunted or culled. Cultivators of wealth and power, they are part of the ruling class, hiding behind pleasantries and enjoying vast holdings of land in which they may rule and feast.

Vampires all have weaknesses, Vulnerabilities, and specific ways they can be put to eternal rest but these vary greatly from one vampire to another and the *richness of folklore* around them makes it hard to uncover the truth.

LIMITS

HARM 4

CONVINCE 4

SCARE 6

TAGS & STATUSES

CHARMER:

charismatic

opulence and influence

composed-3

CREEPER:

off-putting

hidden-3

FERAL:

blood-starved

claws

leathery wings

WEAKNESSES:

✗ must count items dropped

✗ must be invited in

⌚ Inhuman prowess and magnetism (deny blood, holy symbol, holy water, strong fragrance)

SPECIAL FEATURES

UNDYING

A defeated Vampire recovers by next sunrise or start of season, unless they were dispatched of in a specific way (put a rock in their mouth, destroy or remove the head/heart/liver, finish unfinished business, proper burial).

THREATS & CONSEQUENCES

BEGUILE

Stare at their interlocutor with an unbroken gaze

- ❖ Make a strong impression (*beguiled-3*)
- ❖ Cause someone to lose a moment of critical focus (*distracted-3*)
- ❖ Take hold of someone's will (*hypnotized-3* or *paralyzed-3*)
- ❖ Implant a [*secret-instruction*]-3 (compelling status)
- ❖ Make someone drop their guard and have a slip of the tongue (**Exposure**)

HUNT

Pounce with preternatural agility

- ❖ Horrify with grotesque physique or transform into something vile (*surprised-3* and *terrified-3*)
- ❖ Overpower with terrible strength (*crushed-3*, *pinned-3*, or *grabbed-3*)
- ❖ Dispatch of a mortal with a sudden movement (*crushed-3*, *slashed-3*, or *knocked-back-3*)
- ❖ Block an escape path or magically move the furniture to block it (**Blocked**)

FEED

Pierce their victim's artery with their fangs

- ❖ Guzzle blood (give *tired-3* and *woozy-3*, and reduce a negative status of their own by 3)
- ❖ Draw the breath of their victim (*suffocating-3* or scratch a tag related to vigor)
- ❖ Spread vampirism (**Ill Tidings** or *infected-2*)
- ❖ Vanish into the darkness (**Blocked**)

COMPACTOR TRAP ♫ ♫ ♫ ♫

Countdown, Obstacle

An effective way to dispatch unwanted company, this room or corridor is built with two walls of impenetrable masonry that are pushed on tracks by a mechanical mechanism equal in strength to a great mill. Two similar walls are dropped on both ends to prevent escape. All but the strongest or cleverest will be crushed to a pulp.

LIMITS

BREAK WALLS 6

SHUT TIGHT 4 ↗

Everyone in the trap is
crushed-to-death-6.

TAGS & STATUSES

inaccessible mechanism

*high and narrow opening that is
concealed-3*

✗ Powerful mechanism (secret
disabling sequence)

✗ Robust masonry

THREATS & CONSEQUENCES

TRAP The walls have dark stains on them
that someone tried to scrub off

❖ Two heavy walls drops on either side of the corridor, blocking the
exits and trapping victims inside (*trapped-3*) and if not fully lessened,
the exit is **Blocked**)

CRAWL The sides of the corridor begin
to grumble - and push inward!

❖ An item used to stop the walls crumples or breaks (scratch a tag)
❖ Someone trapped inside begins to panic (*panicked-3*)
❖ The walls crawl closer and closer, tightening the space (gain
shutting-tighter-1)

SWARMING MINIONS ♫ ♫

Aggressor

The faceless masses in service to a dark power, these are the rank-and-file of conquering armies and devouring hordes. Be they heartless common folk, corrupted by the dark, or writhing shoals of vicious imps, goblins, and devils, the Swarms rely on numbers over prowess, although they are well-versed in war and destruction.

Some Swarms are nevertheless especially equipped or trained, bearing
tough armor or acting as *scouts* to cover a greater area.

LIMITS

HARM 2

SCARE 2

TAGS & STATUSES

crude weapons

pack tactics

frenzied-1

✗ Numbers

THREATS & CONSEQUENCES

HARROW Swarm in, screaming and scampering over one another

❖ Bellow war cries and pound on war drums (*intimidated-2*)
❖ Ridicule someone standing in their way (*provoked-2*)
❖ Take someone defenseless hostage and demand surrender
(**Complications**)

RAVAGE Gather and approach, ready to afflict great harm

❖ Raze buildings, trapping people inside, or despoil food and water
(*damaged-2*, *despoiled-2*, or **III Tidings**)
❖ Beat, shove, and cut down all in their path (*wounded-2* or *prone-2*)
❖ Swarm around their next victims (*surrounded-2*)
❖ Set the area ablaze (*burning-2*, or **III Tidings**)
❖ Leave scenes of inhumane atrocities in their wake (*grisly scene* and
disheartened-2)

STAINED SAINT ♣♣♣♣

Influence, Aggressor

An animated amalgam of stained glass, fused in the likeness of an angelic winged knight, the Stained Saint was formed out of sheer faith to defend the believers and battle heathens (according to the faith that formed it), even long after the followers dispersed and the belief has died out. These constructs haunt abandoned churches, ruined monasteries, and old graveyards, and some have grown lonely or doubtful, and are therefore willing to debate the unbelievers, at least for a while.

Being *made of glass*, the Saint is all but impervious to edged weapons such as sharp blades and arrows. Its spiritual protection (*warded*) repels both mundane and magical harm.

LIMITS

SHATTER 5 ↗

Explode into a thousand pieces, inflicting *bleeding-2* on all in the area, and *shaken-belief-2* on those who share its faith.

ZEAL 3 ↗

Give up on talking and begin using **PUNISH** actions.

TAGS & STATUSES

knight of its faith

made of glass

sharp edges

winged

warded-2

Divine construct (ashes of a true saint)

SPECIAL FEATURES

FRUSTRATED

Whenever a Hero fully lessens a Stained Saint's preaching, the Saint gains *zealous-1*.

THREATS & CONSEQUENCES

PREACH Ask a naive question about the meaning of existence, light breaking through its translucent body

∅ Sense religious and foundational beliefs by peering into one's soul (**Exposure**)

∅ Engage in a deep religious debate, shaking someone's beliefs (give *contemplative-2*, *listening-2*, or *convinced-2*)

∅ Dismantle resistance and undermine heresy (scratch a tag of social resistance or opposing faith)

∅ Emanate glory, refracting light in a thousand hues (give *dazzled-2* or *inspired-2*)

JUDGE Point a colorful sword of glass at someone

∅ Brand a non-believer (*mark of the anathema*)

∅ Blind all non-believers with a bright display of light (*blurred-vision-3*)

∅ Become furious and increasingly *zealous-1*

PUNISH Swing its sword at the unbeliever

∅ Slash with its multihued crystalline sword (*wounded-4* and *bleeding-4*)

∅ Abjure heretical conjurations and enchantments (scratch two tags or *banished-4*)



TWISTED CREATION ♫ ♫ ♫

Aggressor

A gnarled mess of limbs, inanimate fastenings, corrupted flesh, and other profane materials woven together by ancient magic or unspeakable folk practices, Twisted Creations are made to serve and protect the witch, cult, or sorcerer who made them. Their souls and minds just as cobbled together as their corporeal being, they are painfully aware of their own existence and are overwhelmed by fear, confusion, hunger, and rage, and at times even love (or a mockery thereof), especially for their creator.

— LIMITS —

HARM 4
SCARE 3
TURN 5

— TAGS & STATUSES —

unearthly strength
unsettling visage
angry-2
confused-2
hungry-2
loyal-2

🗡️ Animated mass (that which brought it to life: fire, lightning, witchcraft, etc.)

— THREATS & CONSEQUENCES —

- RAMPAGE** Blunder forth with rage and mighty awkward limbs
- ❖ Clobber multiple victims nearby (*broken-bones-3*) or grab them and devour them through different orifices (*grabbed-3* and if not fully lessened *wounded-3*)
 - ❖ Roar and screech, spraying spittle and bodily fluids (*terrified-3* and give itself *angry-2*)
 - ❖ Feed on a corrupting element or force (remove 2 tiers from a negative physical status)
 - ❖ Spawn a smaller version of itself (**New Challenge:** Twisted Creation, Smaller size)
 - ❖ Cause a tunnel or corridor to collapse (*crushed-2* and *disoriented-2* to all nearby and **Blocked**)



Journey - Undertaking

Crafting

This Journey represents a process in which each Vignette is one more step toward completion. Unrelated scenes, and even entire adventures, could take place between the steps.

A Hero usually decides to embark on a crafting project in order to achieve the final product, taking the initiative to engage with the Vignettes in order to gain an eventual benefit. This benefit is decided by the Narrator, and should be agreed upon with the player.

Suggested Benefits: Represent the crafted item with a story tag, a story theme (Vol. I, page 165), or a new Possession or Relic theme (replace an existing one, Vol. I, page 192).

GENERAL CONSEQUENCES

- ◆ You ruin some of your raw materials (scratch a tag for a material).
- ◆ Your work draws the attention of a mischievous spirit (**New Challenge: House Hob**, page 115, or **Boggart**, page 124).
- ◆ You grow *tired-2* or *frustrated-2* by the long hours and slow process.

DISTRACTIONS

Your work area becomes beset with noises, onlookers, or other **distractions**.

- ❖ You become *frustrated-2*.
- ❖ You lose track of an important tool (scratch a tag).
- ❖ You lose focus at a critical moment (*distracted-2*) and if not fully lessened also *wounded-2* or scratch a tag of physical ability.

PUT IN THE WORK

The time has come for that monotonous moment: sitting down to hammer, sew, chant, or mix, for an excruciatingly long amount of time. You must stay awake and focused, no break is allowed.

- ❖ You get just as tired as you assumed you would (*tired-2*).
- ❖ You stumble or take a break, with lingering consequences (the final story theme gains a flaw tag).
- ❖ A single mistake is one too much, and you must start again (*frustrated-2* and replay this Vignette).

DIFFICULT DESIGN

This crafting design or recipe is proving particularly challenging, and requires further development ~ which might prove to be beyond your capabilities.

- ❖ Your trouble with this work harms your ego (*insecure-2* or scratch a tag for your crafting skills).
- ❖ You make a critical mistake with lingering consequences (the crafting process gains **inefficient** or **overly complex**).
- ❖ You just can't crack it (the final story theme gains a flaw tag).
- ❖ Finding the solution takes far longer than expected (*time-passes-2*).

POOR MATERIALS

These shoddy materials are no good; something must be done or the result will be poor indeed.

- ❖ You run out of useful materials (*short-on-supplies-1* or scratch a tag for materials).
- ❖ You get into trouble with the suppliers (**Blocked** or **ill-repute-1**).
- ❖ You are forced to cut corners (the final story theme gains a flaw tag).

DANGEROUS MATERIALS

The next step requires you to use some highly **toxic-2**, **acidic-2**, **flammable-2**, or otherwise dangerous materials.

- ❖ The potential for disaster makes you *nervous-2*.
- ❖ The components mix in an explosive way (*wounded-2* and burn a tag for your materials, tools, or workspace).
- ❖ Someone is harmed (**Ill Tidings**).

WATCHFUL EYE

Your skilled peers, or someone important to you, express interest in scrutinizing your work. Is it going to be good enough?

- ❖ You become *nervous-3*.
- ❖ You begin to overthink your design (**Difficult Design**, even if you've already done it).
- ❖ They are not impressed (*embarrassed-3*).

ASSISTANT WRANGLING

You have assistants at your disposal, but they are proving to be **too easily distracted** or **lazy**.

- ❖ You become *frustrated-2* with them.
- ❖ An assistant is wounded during the work (**Ill Tidings**).
- ❖ An assistant is too anxious, tired, or angry, to continue working with you (scratch their tag or the process gains *lacking-necessary-help-2*).



Journey - Undertaking

Provisioning

Time to stock up on fresh supplies, and buy some new equipment for your next adventure. Heading into the markets and side streets, you visit the shops and follow the shouts of street hawkers, looking for better deals.

In this Journey, unlike most others, the Heroes might be allowed to choose which Vignette to approach and in which order, out of those offered by the Narrator. It typically ends when the Heroes have had enough, or when the Narrator deems the preparations complete. The Threat in many of the following Vignettes is the same: the merchant's attempt to get you to pay more.

Suggested Benefits: Create story tags and/or story themes for several items; create a *well-supplied* status for the Fellowship.

GENERAL CONSEQUENCES

- ❖ You pay the full price, which is quite a lot (*short-on-coin-1*).
- ❖ You and the merchant end up not seeing eye to eye (**Blocked**).
- ❖ You can only get low-quality items (add *requires maintenance* or *breaks easily* to an item tag).
- ❖ You reveal more about your plans than you intended to (**Exposure**).
- ❖ You hear some bad news about what's been going on down the road (**Ill Tidings**).

GENERAL GOODS

You come into a general goods shop, stocked with foodstuffs, dry goods and useful tools. They **sell in bulk!** Oh, and they also have some **attractive knick knacks...**

- ❖ You are talked into buying some **useless and bulky junk** that you think someone back home will like.
- ❖ You are talked into buying supplies past their date (**Complication**, scratch the supplies or remove the status on your next camp).

APOTHECARY

The local healer and pharmacist offer **medicines**, herbs, dried fruits and preserved roots, and home-made restoratives.

- ❖ The medicine is a bit off (gains **quick to spoil** or **side effects**).
- ❖ Something in the store causes an allergic reaction in you (**itching-2** or **sickened-2**).

ARMORER'S SHOPPE

The armorer's shoppe is lined with displays of ornate and simple armors. The smell of oiled leather and steel would comfort you, if not for how **costly** these items are.

- ❖ You are incorrectly measured for your armor (it gains **poor fit**, **cumbersome** or **stiff joints**).
- ❖ The merchant of an establishment as respectable as this is especially shrewd (**New Challenge: Shrewd Merchant**, page 133).

WEAPON SMITHY

The metallic beat of the blacksmith's hammer rings in your ears as the heat of the forge blasts across your face. Deadly weapons sit ensconced within wooden racks lining the walls.

- ❖ The weapon is serviceable, but **ugly**. They don't have the kind of weapon you're looking for (**Blocked**).
- ❖ They don't just sell weapons to anyone, and they don't seem to like you (**Exposure** or **marked-1** by the guard).

CLOTHIER

The tailor sizes you up as soon as you come in, noting your proportions and style instantly.

- ❖ The clothier makes an offhand comment that damages your confidence (*self-conscious-2*).
- ❖ You end up buying an accessory that's **very eye-catching** or **out of style**.
- ❖ The fit and style of your new clothes give you a new spring in your step (*overconfident-2*).
- ❖ You are seen by the kind of people who have opinions on your style choices (*laughed-at-2*).

TEMPLE BLESSINGS

The chapel is silent except for the muttered prayers of a few parishioners. A priest notes your entrance and moves towards you, robes rustling. Watch your behavior, there is a decorum to be kept here.

- ❖ The priest is unhappy with your conduct or donation (*guilty-2* or *ill-repute-1*).
- ❖ The gods are unhappy with your conduct or behavior (*bad-luck-2*).
- ❖ In this solemn place, you feel *humbled-2*, become *homesick-2*, or think of the woes ahead and become *disheartened-2*.

ADVENTURING HALL

Several adventuring-type wannabes hang around this large, warm hall, admiring the walls covered with trophies and reading through journals left by brave heroes of old. Most appear too young and inexperienced, but perhaps some can be of help.

- ❖ The help you hire is **argumentative**, **easily distracted**, **greedy**, **can't stop talking**, or the like.
- ❖ You leave a bad impression, and word about you spreads (*ill-repute-1*).
- ❖ The dynamic in your Fellowship is strained by the new hire's presence (rephrase a relationship tag to the worse).



Journey - Undertaking

Ritual

Whether in a dank cellar, at an ivy-strewn altar, or atop a mage's tower, conducting a religious or magical ritual is a dangerous and painstaking task. Every step of the ceremony must be performed accurately and imbued with the right spirit, lest terrible calamity shall be unleashed.

Suggested Benefits: At the end of a ritual, the practitioner gains 1 Power to spend on its magical Effects per successful step. Find additional rules under *Witchcraft, Vol. I*, page 227.

GENERAL CONSEQUENCES

- ❖ You are *drained-2* (of life, or of magic) by the invisible power you channel.
- ❖ You've *lost-control-2* of the ritual or you become *power-crazed-2*.
- ❖ You stumble into a situation where your skill or knowledge can no longer avail you (burn a tag).
- ❖ Ingredients and implements are consumed in the ritual (burn an item tag).

CREATE A PROTECTED OR SACRED SPACE

Implements: *magic cauldron, salt, candles, circle of protection*

Absent vessel for true power, unseen forces shall devour.

- ❖ Malicious forces or beings reach through the veil (*spiritual taint* or *weakened-2* to someone present).
- ❖ Malicious beings focus their attention on you (**New Challenge**).
- ❖ A cyclone of raging chaos whirls around you (the scene becomes *chaotic-3*).

BESEECH THE WATCHER OF THE VEIL

Implements: *ritual knife, paper effigy, arcane talisman, burning herbs*

Reveal the roads and draw the veil, or naught will come of thy false spell.

- ❖ The veil demands appeasement to grant access (*indebted-3*).
- ❖ The pathways of magic seem labyrinthine (*confused-2* or burn tags).
- ❖ The veil rejects the spell (*exhausted-1* or *discouraged-1*).
- ❖ The forces that guard the veil beset you (**New Challenge:** Ominous Raven, page 127, Keeper of Thresholds, page 158, Otherworldly Assailant, page 159, or Stained Saint, page 192).

FORM A LINK TO THE SUBJECT OF THE SPELL

Implements: [the subject], lock of hair,

their sleeping place, exact portrait

Call now forth the one to sway,
be they near or far away.

- ❖ The link wanes, becoming weaker and more tenuous (*vague-link-2*).
- ❖ The subject of the spell gets a sense of being involved (**Exposure**).
- ❖ Someone else is linked with the intended subject, or the wrong subject is linked.

CHANNEL A HIGHER SOURCE OF POWER

Implements: [direct access to greater power],
[coveted offering], [emotional bond]

Thy blessed mistress, cursed lord,
beseech their grace now to afford.

- ❖ The beseeching is refused or power fails to flow (reduce the ritual's final Power by 2).
- ❖ You channel more power than you can control (*scorched-2* or burn a tag).
- ❖ The power you channel takes over your body (*possessed-3*).

INVOKE A MAGICAL LAW

Implements: "As Above, So Below",
"The Law of Three", "Like Attracts Like", "The Part Is The Whole"

Ye who seek true might to tame,
by what law thou stake thy claim?

- ❖ You fail to apply the law's true meaning and your invocation backfires (*magically-bound-2* or *cursed-2*).
- ❖ Your reasoning causes someone or something you did not intend to become entangled in the spell (**Yes, but...**).
- ❖ Your invocation of this law is a stretch. The ritual becomes *unstable-2*.
- ❖ You pontificate for too long (*time-passes-2*).

MAKE A SACRIFICE

Implements: [sacrifice or offering]

Now bring forth your sacrifice,
for naught is won without a price.

- ❖ You pay with the intended sacrifice, but much more or worse than expected (burn a tag, *indebted-3* or *drained-of-life-3*, or *twisted-6*).
- ❖ You are forced to make a sacrifice you did not intend or risk losing the entire ritual (**Force Them To Choose**).
- ❖ Your sacrifice is rejected or is revealed to be unfitting (**Blocked**).

A MAGICAL RIVAL

Another magical practitioner becomes aware of your ritual ~ and resists it.

- ❖ They discern or divine your physical location or your greater plan (**Exposure**).
- ❖ They interrupt your ritual from afar with mystical means (**Blocked** or resisted-3).
- ❖ They challenge you to a duel of spellcraft (**New Challenge**: Pastoral Priest or Priestess, page 116, Hedge Witch, page 125, Ambitious Conjurer, page 130, or Heartless Warlock, page 189).
- ❖ They siphon some of the power of your ritual (they gain *empowered-2* and reduce the ritual's final Power by 2).

COMPLETE THE RITUAL

The time has come the weave to tie,
unleash the spell and let it fly.

- ❖ Some of the power leaks and manifests unexpectedly or undesirably (**Complication** or **Yes, but...**).
- ❖ You struggle to take the final actions needed to finish the ritual (*tired-3*, burn magical tags, or *time-passes-2*).
- ❖ The ritual leaves a magical mark on you (*mage's mark*, *wilted limb*, *morbid presence*).
- ❖ You lose your magic for a while (*drained-of-magic-5*).

GENERAL TRAVEL VIGNETTES

This collection of Vignettes (page 108) describes perils and challenging situations commonly encountered while traveling or adventuring, presented here for your use.

Chance Encounters

ANGRY LOCALS

A mob of *angry-3* locals gather around you, looking for a scapegoat after a recent disaster.

- ❖ You're singled out as suspicious foreigners and reported to the authorities (*marked-1*).
- ❖ The locals drive you out of their lands with pitchforks and rotten vegetables (*shamed-2* or *angered-2*, and **Blocked**).
- ❖ You rout these so-called vigilantes, gaining yourselves a reputation of a violent gang (*ill-repute-1*).

CARTOGRAPHER

You stumble upon a *map maker* surveying the region from a high point and drawing on parchment. Their knowledge could be useful.

- ❖ You pay through your nose for a chance to study their maps (*short-on-coin-2*).
- ❖ Irked by your behavior, they give you the wrong directions on purpose (*lost-2*).
- ❖ While you converse in this exposed location, a winged monster marks you for prey (**New Challenge:** Fabled Bird of Prey, page 139).

ENCHANTER'S DEMESNE

You come upon a *charming fae spirit* in the wilds, or a *beautiful enchanter* in a cottage. They have a tempting offer.

- ❖ You find yourself in their thrall (*charmed-3*), as they ask you to perform a task for them (**Complication**).
- ❖ You reveal a secret to them, which they then pass on (**Exposure**).
- ❖ They leave a lasting transfiguration curse on you (*donkey's ears* or *putrid odor*).

PLEA FOR ASSISTANCE

Someone on the road shouts for help, begging to be heard, their *broken cart* in the ditch next to the path.

- ❖ The repairs are tiring or costly (*tired-1* or *short-on-resources-1*).
- ❖ Your failure to help weighs on your heart (*guilty-2*).
- ❖ It's an ambush! You are *surrounded-2* (**New Challenge:** Brutal Outlaw, page 131).

STAMPEDE

The ground begins to tremble underfoot and birds take flight as the sound of a thousand hooves intensifies.

- ❖ You heedlessly throw yourself out of the way, falling in a patch of brambles (*itchy-2*).
- ❖ You are caught in the stampede and *trampled-4* by the beasts.
- ❖ The stampede changes direction and destroys a nearby farmstead instead (*ill-repute-2* or **Ill Tidings**).

VINDICTIVE CHALLENGER

Someone from your past tracked you down and now challenges you to pay for the misery you brought upon them.

- ❖ You are *shamed-2* in public.
- ❖ You turn them away and they swear to return (**Complication**).
- ❖ Their words overwhelm you with remorse (*remorseful-3*).
- ❖ You end up paying a hefty sum to appease them (*short-on-coin-3*).
- ❖ They accost or attack you (**New Challenge:** Avoided Acquaintance, page 112, or Ardent Knight, page 168)

Environmental Conditions

BLIZZARD

Icy winds carry a *flurry of snow*, coating the countryside with a blanket of white, *freezing cold*.

- ◆ Icicles form upon your gear and clothing (*laden-with-ice-2* or scratch a tag for a piece of gear).
- ◆ You are blown off course and cannot see the road (*lost-2* and *snowblind-2*).
- ◆ The cold chills you to your bones (*bitterly-cold-3*).
- ◆ You are snowed in (*time-passes-2*).

HEATWAVE

As the sun burns high, the *blazing heat* is becoming burdensome

- ◆ The heat is overbearing and you crave water (*thirsty-3*).
- ◆ Your mounts are suffering and unable to bear the strain (*slowed-2*).
- ◆ Your skin is reddened and burned (*sunburned-3* and *heatstroke-3*).

HEAVY RAIN

Rain-laden clouds gather and churn overhead, and soon a *heavy shower* drenches the region, with no end in sight.

- ◆ You are soaked through and through (*wet-3* and *cold-2*, or scratch water-damaged item tag).
- ◆ Travel soon turns into an ordeal as roads and trails become *muddy-2*.
- ◆ Scents and tracks are washed away, and you lose track of your quarry (quarry gains *escaping-2*).
- ◆ The dismal weather makes companions and mounts *grumpy-2*.
- ◆ A nearby ford or bridge becomes impassable. You must wait or go the long way around (*time-passes-2*).

OBSCURING FOG

A *thick fog* rolls in, covering all in grey mist. You can scarcely see your own hand in front of your face, be careful where you step.

- ◆ You lose track of the trail (*lost-2*).
- ◆ You accidentally stumble into treacherous terrain (*wounded-2* or transport is *stuck-3*).
- ◆ Something howls in the fog (*frightened-2* and **New Challenge**).
- ◆ Something pounces out of the fog (*surprised-2* and **New Challenge**).
- ◆ Folk lock their doors in this eerie weather. The next person you meet is *suspicious-2* and *apprehensive-2*.

THUNDEROUS STORM

You taste lightning on the wind. A storm is brewing, and shelter is needed.

- ◆ Choose from **Heavy Rain**.
- ◆ Your animals become *unnerved-2*.
- ◆ A *fallen tree*, struck by lightning (*burning-3*), is blocking the road (**Blocked**).
- ◆ Lightning strikes and brings a tree or the roof down on you (*buried-3*).
- ◆ The gale winds push you back relentlessly (*time-passes-1* or *slowed-1*).
- ◆ This storm is the work of a giant, whose fearsome figure suddenly emerges from the clouds (**New Encounter**: Rampaging Giant, page 142).

WILDFIRE

The smell of smoke and an odd glow in the sky foreshadows the coming of the wildfire. Sooner than you realize, you will be surrounded by a *blazing inferno*.

- ◆ You are separated from your companions in the chaos (**Complication** or *lost-2*).
- ◆ You stumble through the fire, heavily *burned-4*.
- ◆ You choke on the smoke (*coughing-3*).
- ◆ The *choking smoke* lingers in the air long after the fire dies out.

Mishaps

DWINDLING SUPPLIES

Your packs and waterskins feel lighter and your tools seem worn. You need to restock or soon you will not have enough to sustain yourself or travel comfortably.

- ❖ Even having rationed food and water, you're beginning to feel the shortage (*hungry-2* and *thirsty-2*).
- ❖ Replenishing your supplies turns out to be more costly than expected (*short-on-coin-2*).
- ❖ You scrape together what you can get, but it does not bode well (*poor quality gear* or *moldy rations*).
- ❖ You have worn or used the provisions you packed such as ropes, torches, and clothes, and soon you will find yourself in a bind (*underprepared-2*).
- ❖ Upon inspection, one of your tools is in need of repairs (scratch a tag).

EXHAUSTION

You have been pushed to your limits and your body and mind begin to falter.

- ❖ Your exhaustion makes it difficult to concentrate (*distracted-2*).
- ❖ You start suffering from *muscle cramps*, *repeating headaches*, or *gut issues*.
- ❖ Your body refuses to continue without some rest, food, and a drink (*tired-3*).

INJURY

You realize that a minor pain is in truth a serious injury or that a closed wound is now festered.

- ❖ You are left with an *aching limb*, *muscle twist*, or a *bruised bone*, or become *clumsy-2*.
- ❖ You suffer from an infection (*lethargic-2* and *feverish-2*).
- ❖ Your injury is unseemly or makes you cough blood or ooze puss (*disgusting-2*).
- ❖ Treatment is costly (*short-on-coin-2*) or recovery slow (*time-passes-2*).

LOST COMPANION

A companion of yours has gone missing.

- ❖ You spend a long while going after them (*time-passes-1*).
- ❖ You find your friend, but grow worried that this journey is too much for them (*disheartened-2* or *lacks-confidence-in-[companion]-2*).
- ❖ Your companion cannot be found, or is found in a sorry state (**Ill Tidings** or scratch a tag).
- ❖ You find them, but they reveal they chose to leave you without a word (*upset-2* or *angry-2*).

SICKNESS

Your head is warm to the touch, your eyes burning, your throat hoarse.

- ❖ Your fever is quite severe (*hallucinating-2*).
- ❖ You feel like a walking corpse (*weak-3*).
- ❖ More serious symptoms manifest (*blind*, *blisters*, *weak bones*, etc.).
- ❖ Your treatment requires a lot of food or herbs (*short-on-supplies-2* or scratch a tag).

WORN-DOWN TRANSPORTATION

Your wagon, ship, or mount has been through a lot and will not last much longer.

- ❖ Its condition deteriorates (gains a story tag for a new malfunction).
- ❖ It doesn't handle like it used to (*unbalanced-2*).
- ❖ It gives way and you get thrown or supplies fall off (*wounded-3* or *short-on-supplies-1*).
- ❖ It suffers a terrible breakdown or injury (*damaged-3*, *injured-3*, or scratch two tags).

Locks & Traps

Traps are unique in that the Narrator does not describe a clear Threat before delivering their Consequences. Instead, there is an implicit Threat when the Hero is trying to go where they should not or has entered a dangerous place. Heroes would be wise to search for traps where they suspect their presence, although such search actions could trigger the trap if unsuccessful.

BOOBYTRAPPED CHEST

This room must be the vault or treasury. A hefty chest rests against the wall, chained and locked.

- ❖ You break your tools trying to open the chest (scratch a tag).
- ❖ You trigger a hidden poisoned needle (*pricked-3* and if not fully lessened *poisoned-3*).
- ❖ A vial cracks, releasing a cloud of poisonous gas (*coughing-3*) or paralyzing toxin (*paralyzed-3*).
- ❖ Something flares up inside the chest and smoke rises from it - its contents are destroyed (**Blocked**).
- ❖ The lid of the chest is lined with little chimes and bells, making a ruckus (**Exposure**).

HIDDEN PIT

You pass through a dark tunnel ✓ open land ✓ great hall covered in **debris**, **dirt**, or **patterned tiles**. There is little cover here.

- ❖ You fall into a hidden pit (*trapped-4* and if not fully lessened *bruised-3*).
- ❖ You fall into a hidden pit with spikes! (*trapped-4* and if not fully lessened *impaled-4*).
- ❖ You fall into a hidden pit full of water, and there is something crawling beneath the surface (*trapped-3* and **New Challenge: Corrupted Vermin**, page 182)

As a second line of defense, a Hero can equip themselves with enough vigilance and quick instincts to react in time and avoid an undetected trap (lessen the Effect).

The following traps are designed as vignettes for a Journey, but you can also use their Consequences for traps that are triggered during a scene.

PUZZLE OR RIDDLE DOOR

A heavy door blocks the passage forward, locked by a mechanism with a *befuddling-2* logic puzzle or riddle.

- ❖ You break through but you're exhausted (*tired-3*) and you've alerted the guards (**Exposed**).
- ❖ You wrestle with this conundrum for a long time (*time-passes-1*).
- ❖ Your brain hurts (*headache-3*).
- ❖ A companion solves it quicker than you (*insecure-2*).
- ❖ The mechanism breaks and cannot be operated (**Blocked**).
- ❖ The mechanism triggers a trap (choose another vignette).

SNARE OR BEAR TRAP

You traverse a lightly wooded area ✓ wide hallway ✓ dry patch of the swamp. You can pick up the pace and cover more ground.

- ❖ You are caught by a *very fast snare* (*trapped-3* and if not fully lessened *up-side-down-3*).
- ❖ You are caught by a *thick net* that envelopes you (*restrained-4*).
- ❖ You are caught by a *powerful bear trap* (*restrained-3*, and if not fully lessened *hobbled-3* and *bleeding-2*).
- ❖ The snare is attached to jangling bones and hollow shells, which alert the trapper (**Exposure**).

TRIPWIRE OR PRESSURE PLATE

You come to a narrow corridor / a dense forest / a room with a pedestal at its center (with a **well-hidden** tripwire or pressure plate trap.)

- ◆ You trip and fall (**prone-2**).
- ◆ A **heavy spiked log** swings right at you! (**wounded-4**).
- ◆ A **sharpened pendulum blade** swings right at you (scratch a shield or armor tag and then **slashed-5**).
- ◆ **Dozens of little darts** shoot at you from holes in an adjacent wall (**pricked-4** and if not fully lessened, **poisoned-3**)
- ◆ Boulders drop on your head and seal you in (**crushed-4**, **buried-4**, and **Blocked**).
- ◆ The walls begin to move (**New Challenge**: Compactor Trap, page 191).

GREASE PATCH

The floor here looks slick, but you have to press on.

- ◆ You trip and fall (**prone-2**).
- ◆ You trip and slide down towards spikes (**impaled-3**) or a ledge (**hanging-on-ledge-3**).
- ◆ You trip and slide down right into the hands of your enemies (**New Challenge**).
- ◆ You trip and another mechanism ignites the grease (**burning-3**).
- ◆ You trip and slide, while all your stuff flies in every direction (scratch three item tags).

CURSED ITEM

An item of exquisite craftsmanship and quality rests upon an ornate stand.

- ◆ The item saps your vitality (**weakened-2**).
- ◆ The item curses you upon touching it (**cursed-3**).
- ◆ The item wraps its unseen tendrils around you so you may never leave it (**bound-5** or **possessive-5**).
- ◆ The pedestal is boobytrapped (use **Boobytrapped Chest**).
- ◆ A vindictive wraith is fettered to the item (**New Challenge**: Backwoods Haunting, page 123, or Otherworldly Assailant, page 159).

WARDED PASSAGEWAY

You come upon an archway, door, or hallway lined with strange runes / ribbons and trinkets / skulls, bones, and fangs. (A spell has been cast here to prevent passage and punish trespassers.)

- ◆ You cannot step through no matter how much you try (**Blocked**).
- ◆ You are thrown back by an invisible force (**knocked-back-3** and **bruised-2**).
- ◆ The runes strip you of your magical powers (**drained-of-magic-4** or scratch two magical tags).
- ◆ A witching bolt smites you where you stand (**burnt-3**).

Poignant Moments

Poignant Moments represent little, personal story beats that prompt the Heroes to take a look at how they feel and what their thoughts are at this point in the journey, deepening their characterization. They can serve to change the tone from overcoming external challenges to inward reflection, both individually and among the Fellowship, or as palate cleansers to lighten the mood.

INSPIRING VISTA

The natural beauty of the **scenic view** that surrounds you is intoxicating. Take a moment to take it all in.

- ◆ You revel in this beauty for a while longer (**time-passes-1**).
- ◆ You consider foregoing your quest and living a simpler life (**doubting-3**).
- ◆ Lost in your thoughts about your deeds or your place in the world, you become **sad-2**, **homesick-2**, or **contemplative-2**.

CAUTIONARY TALE

A local tells you the legend of a nearby ruin or a monster known to inhabit these parts.

- ◆ You are *fascinated*-3 and take it upon yourself to see these things for yourself.
- ◆ You are wrapped up in the imagery of this tale, alarmed by its telling (*troubled*-3).
- ◆ You laugh aside the cautionary tale (*underestimating*-2).
- ◆ You glean some details, but it's hard to know what's true (*Yes, but...*).

DEEP CONVERSATION

A moment of respite gives you the opportunity to get something off your chest or ask questions you've been meaning to ask those you travel with.

- ◆ You become *embarrassed*-2 by what you're revealing, or hearing.
- ◆ The nature of your relationship changes (reward the relationship tag).
- ◆ You burn out emotionally (scratch a personality tag).
- ◆ You develop strong feelings toward this companion (*in-love*-3, *angry*-3, *overprotective*-3).

MARCHING SONG

The road stretches ahead and there's a long way to go. Your companions are bored or sullen. A good marching song would lift up their spirits.

- ◆ Your singing reminds you of home and all you've left behind (*homesick*-2).
- ◆ A companion tells you to shut up and an argument ensues (*upset*-2 or *insulted*-2).
- ◆ You recount tales of ancient heroism, making you feel *emboldened*-3 or *indebted*-3 to those who came before.
- ◆ You sing of battles lost or loved ones gone, emphasizing the peril you're in or your insignificance (*troubled*-3 or *insecure*-3).

OVERGROWN SHRINE

You notice an *old wayside shrine* to a tutelary spirit, half-hidden amongst the underbrush. Perhaps you could say a prayer or make a wish.

- ◆ Your confession of your actions brings up guilt (*guilty*-2 or *repentant*-2).
- ◆ You realize your true wish and it's different from what you've thought. What is it? (**Complication**).
- ◆ Someone in the Fellowship hears your words (**Exposure**) or mocks you (*angry*-2 or *insulted*-2).
- ◆ You feel compelled to sacrifice something of yours to make an offering (scratch a tag or *short-on-supplies*-1).

DOWN AT THE PUB

A roadside public house beckons you with savory smells of *meals and beverages, and joyous laughter*. Take a break and relax.

- ◆ You overdo it on food and drink (*overstuffed*-3 or *drunken*-3) or buy everyone another round (*short-on-coin*-1).
- ◆ You really shouldn't have told that joke (*embarrassed*-2 or *ill-repute*-2).
- ◆ You wake up in a ditch or a pig sty (*filthy*-3).
- ◆ One of your companions tells you to relax and enjoy yourself (*upset*-2 or *relaxed*-2).
- ◆ You take a shine to one of the locals (*enamored*-3 or *friendly*-3).

CHALLENGE ADD-ONS

The following Challenge add-ons are sets of Threats and Consequences, tags, and statuses that represent a specific theme or quality that can be added to any Challenge. Adding these to a Challenge creates an improved or specialized variant with additional abilities and roles, making the Challenge more unique and increasing its Challenge rating.

ADAPTED +♦

Pursuer, Watcher, Quarry

Well-adapted to living in a particular terrain or place, such as the sea, forested wilderness, mountain peaks, icy tundra, underground caves, desert dunes, or some otherworldly plane.

Choose two tags representing advantages in the chosen terrain, such as *gills*, *climbing claws*, *wings*, *forest wisdom*, *see in the dark*, *tough hide*, *desert navigation*, *pack hunter*, etc.

Choose an attitude, custom, or approach common to people or creatures of that place, such as *territorial-2*, *nomadic-2*, *alert-2*, etc.

ETHEREAL +♦

Mystery, Sapper

Untethered to physical reality, this Challenge may be a spirit, a visitor from the nether realms, or someone cursed to live as a ghost.

— LIMITS —

BIND OR BANISH 3

HARM ♦

— TAGS & STATUSES —

invisible

— THREATS & CONSEQUENCES —

Come into view, like dust blown in by the wind

- ◊ Terrify all present (*petrified-3*)
- ◊ Break charms and spells where they pass (burn a magic tag)
- ◊ Touch someone and rob them of their life's breath (*drained-of-life-2*)
- ◊ Disappear again (gain *invisible* or **Blocked**)

DESPERATE +♦♦

Charge, Countdown

Struggling for survival or for something vitally important. They are willing to take almost any action.

— TAGS & STATUSES —

desperate-3

— THREATS & CONSEQUENCES —

Declare their dire intentions or situation

- ◊ Refuse to accept help (remove 2 tiers from *convinced*, or **Blocked**)

Back up slowly with a wild look in their eye

- ◊ Dart away from danger (gain *escaping-3* or *evasive-3*)
- ◊ Dart unpredictably into danger (gain *advantageous-position-2* or remove 2 tiers from a tactical or preparation status)

Prepare to take a huge risk

- ◊ Do it! (take a status that maximises one of their Limits)

FIERY, FROZEN, OR THUNDEROUS + ♣

Aggressor

A vessel for a raw element or an embodiment of it. The Challenge can choose to add *burned-2*, *freezing-2*, *electrocuted-2*, etc. to their regular attack Consequences, in addition to any other status inflicted.

— TAGS & STATUSES —

aura of [element],  Elemental body

— THREATS & CONSEQUENCES —

Radiate an aura of raw elemental power

- ❖ Being close to the creature proves dangerous (*burned-2*, *freezing-2*, *electrocuted-2*, etc., or burn a tag)

Elemental power gathers around their fist

- ❖ Unleash a bolt of element power (*burned-2*, *freezing-2*, *electrocuted-2*, etc.)
- ❖ Erect an *[elemental] barrier*

MOUNTED + ♣

Aggressor, Pursuer

Possessing a trained mount and accustomed to riding it into (and away from) battle.

— TAGS & STATUSES —

mount, skilled rider

— THREATS & CONSEQUENCES —

Ride swiftly into the fray

- ❖ Charge at a foe (gain *charging-3* and follow up with a physical Consequence)
- ❖ Trample someone (*trampled-4* and either *pinned-2* or *prone-2*)

Rear their mount in pursuit

- ❖ Ride after a fleeing foe (**Blocked** or *catching-up-3*)

MYSTERIOUS + ♣

Mystery

Intriguing and unknown, they are subtle and skilled at evading followers and questions.

— TAGS & STATUSES —

evasive-3, mysterious-3

— THREATS & CONSEQUENCES —

Draw attention by their unusual appearance or actions

- ❖ Make someone want to understand them (*curious-2* or *attracted-2*)

Creep out of view or into their hood or cover

- ❖ Become *mysterious-3* again, or become *hidden-3*
- ❖ Disappear as soon as someone gets close (**Blocked**)



The Heah-Thing Of Skunk Glen



or as long as anyone can remember, at the end of winter and before the spring festival, the villagers of Ravenhome would cart their old clothes, broken tools, and other discarded items and toss them over an outcrop of rock into a ravine known as Skunk Glen.

One year, the Alderman convinced the others that they should change their custom ~ the rubbish and broken furniture could be piled high into a heap, and make a lovely bonfire for the spring festival!

Little did they know a creature dwelled in a cave at the bottom of the glen, and when it heard it won't be getting "new" clothes this year, it fumed and raged and swore to ruin this new spring festival. It made the pies rot and the broken tools come to life and beat the villagers. With enchanted bonfire smoke and spring melodies it beguiled the villagers to come to its lair in Skunk Glen, where it stole their tools, and shoes, and even their names (or some say, their skin!).

Fortunately, there was someone at the village that saved the day...

STARTER ADVENTURE

The *Heap-Thing of Skunk Glen* is a starter adventure, designed to walk you and your group through your first game of *Legend In The Mist*. Before running it as a Narrator, it is suggested that you read through it and refer to the rules mentioned within.

BACKGROUND

Every year at the end of winter, the villagers of Ravenhome (see sidebar) perform **the ceremony of Spring Renewal**.

Every person – from child to elder – picks a few old items, such as tattered clothes or tools broken beyond repair, and adds them to a special cart that is then ceremoniously pushed over an outcrop of rock into the **Skunk Glen** ravine. After that, a celebration is held in the village green, sharing food, singing, and dancing around a big bonfire. The old of the previous winter is sent off, and the new is welcomed.

CHANGING CUSTOMS

This year, however, **Alderman Beaks** has convinced the villagers that rubbish and broken furniture can be better utilized as fuel for the festive bonfire. He has his reasons (see the **Rumors of What's to Come** below), but to the others he explains it thus: what better way to use old, discarded things than to drive away the last cold of winter?

⚠ RUMORS OF WHAT'S TO COME

Alderman Beaks is a wise man who would not go against a beloved, established tradition without a good reason.

Recently he has heard, through traders and acquaintances, of a growing number of bandits on the road, and of strangers roaming about who harbor ill-intent. Troubled, he went to receive advice from the village Wise One, and conversed with others in the community.

Eventually, the Alderman decided the villagers would be better served reserving some of the logs ordinarily meant for the great festival bonfire – to be used for fortification, if such a dire need arises. So, he found an alternative source of fuel for the bonfire – the discarded items themselves – unknowingly starting a feud with the Heap-Thing.

Read Aloud Text

Text formatted in the following way is meant to be read aloud to the players. You can use it for Establishing a scene or a part of a scene:

The piemaker's house is a mess ~ bubbling filling thickening in iron pots, empty crusts cooling down on a long wooden bench, and flour everywhere.

Soloing This Adventure

You can play this adventure in Solo or Co-Op mode using the Oracle rules (page 238). To avoid most of the spoilers, do not read sections marked with ⚠ until explicitly told to do so by the instructions marked as **SOLO**.

Where is Ravenhome?

Ravenhome is a village set at the center of the pastoral valley of Ravensdale, itself a small part of a remote mountain region known as the Dales. It is the default opening location for the *Wake of The Oldways* campaign included in the *Hearts of Ravensdale Setting Book*. You can play this adventure as a warm-up for the campaign, or alternatively, set this adventure in any village in your setting.

Creature of Twilight

If your game is set in the official Hearts of Ravensdale setting, the Heap-Thing is a "Creature of Twilight", a cunning monster of sorts. See more in the Hearts of Ravensdale Setting Book.

Playing the Wise One

If one of the Heroes is the Wise One (from the Legend In The Mist demo game), let that player know they already know about the Alderman's true reasons for deviating from tradition, and should probably keep it to themselves. No one will be served by having panic spread through the village just before the Spring Renewal ceremony. From that point on, it's their choice whether to reveal this information or not.

⚠ THE DISGRUNTLED CREATURE

Unbeknownst to any in the village, a strange creature dwells at the bottom of the ravine, a magical being that has lived there since time immemorial. Perhaps, in days of yore, it looked not unlike a person, albeit with gnarled limbs, scaly green skin, and eyes like orbs of amber; but owing to its greed, it had become part-rubbish, a **Heap-Thing**. It has always considered the discarded possessions of the village as a gift and an invitation to indirectly take part in the celebration.

This year, believing itself to have been rudely disinvited, it vows to ruin the Spring Renewal celebration, using its magic first to inflict various minor troubles on the villagers, then to cause complete bedlam during the festivity, forcing the villagers to join its own twisted festival in its trash heap, with no regard to their safety.

⚠ Synopsis

The adventure begins with the Heroes helping with the **Ceremony Preparations**, during which you introduce some of the village people and set the atmosphere. When the ceremony begins, it quickly turns into **Bedlam on the Green**, with villagers acting intoxicated under the influence of the Heap-Thing's curse.

Even as the Heroes manage to undo the curse at the green, several of the villagers have already begun on a **Delirious Procession**, making their way toward the Heap-Thing's lair down the ravine, risking life and limb unless the Heroes are there to help shake them out of it.

At the **Bottom of the Skunk Glen**, the Heroes are asked to present a customary gift to be allowed through the trash pile and into the Heap-Thing's domain, where they find its **Festival of Mockery**, confront the Heap-Thing, and bring an end to the whole debacle, one way or another.

Hooks: How Are The Heroes Involved?

The Heroes of your Fellowship – if they are already united in a Fellowship – may have different backgrounds and different motivations to become embroiled in this adventure. They may be:

- Villagers from Ravenhome (or whichever village you have chosen to set this adventure in)
- Visitors from other communities, or local recluses who live nearby and have come in for the annual ceremony
- Travelers, wanderers, or folk heroes passing through or staying at the village
- Monster hunters or sorcerers who have heard mysterious rumors of Skunk Glen
- Other strange creatures passing through, looking for others of their kin or for a new lair

OPENING SCENE: CEREMONY PREPARATIONS

THE GAME LOOP, SIMPLE AND QUICK ACTIONS, REACTIONS

Make sure everyone has their Heroes ready, then read this out loud to start things off:

Although the last cold of winter is still felt in the air this morning, the people of Ravenhome are unusually active. There's a sweet sort of tension in the air ~ anticipation for the Spring Renewal celebration. Finally, it came around! It's tonight!

Spring Renewal, being the first outdoor event after winter, is an opportunity to finally have some fun with all your loved ones, making merry under the open sky and bright stars. But first, there's work to be done: preparing food, setting tables, raking the village green, and more.

One important job is to collect the clothes deemed too worn and the furniture deemed too broken to repair to the Discarded Cart. Every year, the contents of the cart are spilled over the edge of Skunk Glen to symbolize renewal. It's a Ravenhome tradition as old as the village itself, but you've heard rumors the tradition itself might go through a renewal this year.

You dress up quickly, finish breakfast, and make your way to the center of the village. It's time to join in with the preparations.

Meeting At The Village Square —

The village square is a muddy enclosure surrounded by houses and facing the larger building of the village hall. From here, one only needs to take a few steps outward to get a good look at almost anywhere in the village, which is why **Alderman Beaks** is often found nearby.

The Alderman isn't here yet, but he has sent word to the Heroes to come, so he can meet with them. How do they arrive? Let's play this scene using the game loop (page 20).

ESTABLISH

Establish the scene by describing it, and let the Heroes know they all happen to be here this morning (with some exceptions allowed). There are no immediate Challenges or Threats, and the stakes of the scene are yet to be revealed.

ACTION

Choose a Hero to **take action** first. Have them describe how they arrive at the scene, what they look like, what they say or do, and how they respond to the excitement in the village. These are all Simple actions (Vol. I, page 150), so no need to roll the dice yet.

Symbolic Shedding Of The Old

The people of Ravenhome are not a wasteful lot. Most broken items they repair or repurpose. However, the Spring Renewal festival is a symbolic act of letting go of the old and welcoming the fresh and the new, and it is considered bad luck to not throw out anything. And so with great reluctance, even the hoarders of Ravenhome add at least one small item to the cart each year.



About The Alderman

Beaks is a charming man in his fifties, with crows feet that accompany his constant smile. Even when he is being serious, he keeps a hint of jovialness in his eyes, and he is always willing to compromise. The people of Ravenhome have only seen him truly angry three times, and all three have become part of village legend.

Asking About The Changing Customs

If asked about the change to the Discarded Cart tradition, Beaks is quick to confirm that this year, the junk will be burned instead of discarded. "Just as fun, if not more so. And possibly even more symbolic, don't you think?" He'll also press there's a lot that still needs to be done for tonight.

If they keep asking, he'll eventually reveal to them his worries about the dangers he foresees in the coming season, and agree to discuss this with them further after the celebration. **SOLO:** Read **⚠ Rumors of What's to Come** (page 209).

He then asks them not to spread the rumors around, and will become **angry-3** at the Heroes if he suspects they did.

CONSEQUENCES

This is a low-risk activity, so let's not dish out any **Consequences** at this time.

REPEAT

After each Hero's turn, re-establish the scene if anything changed, and move to the next Hero, until everyone has placed themselves in the scene and you all get a feel of the rhythm of the conversation.

Chores From The Alderman

ESTABLISH

Continue the scene by re-establishing it, this time with the **Alderman showing up**. Alderman Beaks is looking for help, and even if the Heroes aren't looking to get involved, he'll chase them down to ask for their assistance. He will then assign chores to the Heroes, as part of the preparations for the ceremony in the evening.

Choose one of the following tasks for each Hero, according to their strengths. If you have more tasks than Heroes, use only the ones that seem most appropriate, or give some Heroes more than one task.

- Help Wick the piemaker, who is a little overwhelmed
- Help Reeve, the alderman's wife, with the wreathes she's making
- Visit Auntie Elswith, who needs help with her discarded item
- Find out why there's a congestion on the bridge over the stream
- Speak to Hunn, the blacksmith, about the party banner stakes not holding

The **stakes** of the scene are whether or not the Heroes can help the village prepare for the celebration and do so before sunset.

Alderman Beaks is a **Challenge**, who poses an active **Threat** by giving each Hero a chore: trying to shirk responsibility will not go down well with the community. Accepting means facing the Challenge of the chore (see below).

ACTION

In each Hero's turn, ask them what do they do. Do they accept the chore? Willingly or begrudgingly? Do they try to avoid it? Unless they take a dramatic action, resolve it with a Simple outcome.

CONSEQUENCES

Ignoring Alderman Beaks' request (Threat) leads to the Consequence of other village folk showing displeasure with the Hero (**spurned-2**, **ignored-2**, or **disliked-2** – for the rest of the week!). This usually cannot be lessened, so don't have the Heroes roll for a reaction yet.

REPEAT

Go through all of the Heroes until it's clear who's doing what next.

Roll Up Your Sleeves! —

Spreading out around the village, have each Hero address the task that was assigned to them by Alderman Beaks. Assume that the Heroes can see or hear each other and lend a hand if one gets into trouble.

ESTABLISH

Each task is a **Challenge** for a Hero to contend with, with its details listed below. Describe the Challenge to the Hero, present its inherent **Threat**, and clarify the **stakes** of their particular task.

ACTION

For each action, use a **Quick outcome** (Vol. I, page 151):

- Ask the Hero to **describe** their action.
- Ask them to **count the action's Power**. Each chore Challenge listed below has **tags** and/or **statuses** that could help or hinder certain actions – let the Hero know about those when they become relevant.
- The Hero **rolls the dice** and adds their Power. Rolling 7 or more is a Success, and rolling 9 or less leads to Consequences.

A Success means the Challenge has been overcome and the chore was completed, but if the Hero did not achieve a Success, they may try again when they have the spotlight.

CONSEQUENCES

Each task Challenge listed below has its own Consequences. If a Hero ignores the Threat posed by the Challenge (such as by throwing up their hands and leaving, or approaching the Challenge without caution) or if their action generates Consequence, choose one or more Consequences to deliver.

If it has an **Effect**, write it on a tracking card and give it to the Hero or add it into the scene.

Allow the Hero to **make a reaction roll to lessen the Effects of a Consequence** (Vol. I, page 162), using reactive tags. Tags already invoked in the action cannot be used again.

REPEAT

Move from Hero to Hero and Establish their individual situations, allow them to take Action, and deliver Consequences as needed.

Once all the tasks are finished – or botched – the day has wrapped up and the celebration begins. Continue on to **Bedlam on the Green** (page 216).

This Is The Game Loop —

By now, you've Established and re-established the scene, supported Heroes' actions, delivered Consequences, and managed reactions. Keep using this same loop throughout the adventure.

Familiar Faces

Emphasize the personalities and behaviors of the villagers the Heroes meet in this scene. If a Hero has a special moment with one of them, good or bad, give them a story tag for it. These emotional bonds will become important later, when the villagers get into trouble.

Helping Hand

A Hero helping another Hero can add one helpful tag when counting Power for the action, but if the action has Consequences, they may suffer them along with the Hero they are helping (Vol. I, page 158).

Suspicious Minds

Heroes can spend their action trying to understand why all these mishaps are happening. Without the appropriate lore or magical ability, this is a Simple action that fails – it just seems like bad luck. But a witch or a monster hunter could discover that this is the work of a supernatural force, if they succeed in a Quick action. As a reward, give them **alert-2** or allow them to take an action to prepare for trouble, if they wish.

Scene Reward

If a Hero was especially helpful (even if they were not successful), give them **good-will-1** or **appreciated-1** with the villager they helped most.

The Preparation Challenges —

WICK, THE PIEMAKER

The piemaker's house is a mess ~ bubbling filling thickening in iron pots, empty crusts cooling down on a long wooden bench, and **flour everywhere**. The smell of sugar, spice, and sweat fills the air. A broken table leans on the wall next to the door, ready to be collected for the Discarded Cart. Wick Harrow, the piemaker, looks flushed when he stops his **frantic-2** work as you step in, shouting "All the fruit in the pantry have rotted overnight! What am I going to do?" His young apprentice, **Bran**, approaches and whispers with relief, "Thank the spirits you're here!"

CONSEQUENCES

- ◊ (If no Success) Wick reluctantly uses the spoiled fruit for some of his pies, making their **rotten stench** drown the green during the celebration.
- ◊ Wick's mood sours and he shouts at the Hero (*shaken-1* or *upset-1*).
- ◊ Impressed or furious, Wick puts the Hero to rigorous work at the bakery for the rest of the day (*tired-2*).
- ◊ One of the fruit bursts open and worms pour out (*disgusted-1*).

REEVE AND THE WREATHES (AND THE DOG)

Reeve, Alderman Beaks' wife, meets you in her front yard, a worried look on her face. "Quickly," she says, with a little nod. "It's **Brown Mutt**, our dog. He's gone. Not unusual, also, not the issue ~ no, he took the wreath I prepared. I made it from discarded junk! To be burned! I thought it'll be a nice decoration. Maybe next year everyone will be doing it. Brown Mutt liked it, too much. Please find him and bring the wreath back."

CONSEQUENCES

- ◊ (If no Success) The wreath is destroyed (**Ill Tidings**) and Reeve is *annoyed-2* or *disappointed-2* with the Hero.
- ◊ As the Hero scrambles to catch Brown Mutt, they are *scraped-2* or get themselves *dirty-2*.
- ◊ The long search after the dog has exhausted the Hero (*tired-2*).

AUNTIE ELSWITH

Auntie Elswith lives alone in a small cottage at the edge of the village. It is a beautiful building, half-covered with ivy, with hand-painted flowers on the windows' wooden shutters. Inside, the air is warm with the scent of brewed chamomile and lavender. Kindly auntie Elswith clears some folded quilts from a wooden chair and invites you to sit with her. She then explains "I want to toss out some of my broken flower pots, but alas, the shed has been taken over by wasps," and she points to the dilapidated shed outside.

CONSEQUENCES

- ◊ (If no Success) Auntie Elswith won't be adding her discard item to the pile this year, a sign of bad luck for her, which could rub off on the Hero (give either or both *expecting-bad-luck-1*).
- ◊ Auntie Elswith is appalled by the Hero's behavior and talks about it to the entire village (*spurned-1*).
- ◊ The wasps sting the Hero (*stung-2*).
- ◊ The shed collapses on the Hero (*dirty-2* and *bruised-1*).

BLOCKED BRIDGE

You can hear the Dalias fighting before you see them. Dalia Furrows and Dalia Miuleska, heads of their respective farmhouses, stand on the old bridge over the stream and shout at each other, *fuming*-3, fighting over whose tablecloth should be on the main table (a veritable honor). **Promise Furrows-Miuleska**, daughter of one Dalia and daughter-in-law of the other, stands between them at a loss.

The fight has already devolved into name-calling. Troubled villagers stand on both sides of the bridge, carrying furniture and supplies for the ceremony, but the Dalias refuse to let anyone pass until their issue is resolved. Nothing will get across at this rate.

CONSEQUENCES

- ◊ (If no Success) Everyone is delayed and the green is an *absolute mess* when the celebration begins.
- ◊ One of the Dalias insults the Hero in front of the whole village (*ridiculed*-2).
- ◊ One of the Dalias pushes the Hero off the bridge (*dirty*-2 and *soaked*-2).
- ◊ Helping to carry the items across has the Hero exhausted (*tired*-2).

HUNN AND THE CRUMMY STAKES

Hunn the blacksmith stands outside their forge, large arms on their hips, looking *lost*-2. "It's the stakes," they say, shuffling a foot in the dust. "Poor quality iron, shouldn't have trusted that trader."

With such *crummy stakes*, I can't give my word that the banner will hold."

Their voice is low, as is their mood. The raising of the two posts, which hold the main ceremony banner, is an early evening event the village children look forward to every year. Hunn, *gentle soul* that they are, would be devastated if no solution can be found.

CONSEQUENCES

- ◊ (If no Success) The banner cannot be raised, and all the children are *disheartened*-1 for the rest of the night.
- ◊ The solution will hold but it's not exactly safe (*wobbly banner posts*).
- ◊ Hunn, who is prone to despair, sees their inability to help as a personal failure (give Hunn *disheartened*-2).
- ◊ The Hero has an accident at the forge (*burned*-1).



BEDLAM ON THE GREEN

DETAILED ACTIONS, LIMITS

Victims Of The Curse

Any villager the Heroes interacted with in previous scenes (Beaks, Wick, Bran, Reeve, both Dalias, Promise, Auntie Elswith, and Hunn), as well as the Heroes' loved ones if they are here, can be either enchanted or put in danger by an enchanted villager.

Save the ones whom the Heroes most care about for the **Delirious Procession** (page 219) and later scenes; they were among the first affected and are already on their way down the ravine.

Alternatively, villagers can be recruited to help with a Simple action, or a Quick one, if there is some difficulty to do so. A Success gains the Hero an ally tag (such as **Hunn the blacksmith**).

Trying to free a villager from the curse or recruit them may be affected, for better or for worse, by tags and statuses they gained during the **Ceremony Preparations**.

The sound of dozens of excited people envelopes the village green, as everyone gathers to watch the sunset and begin the spring celebration. The green is a large open field behind the village hall, stretching out all the way to the rock outcrop above Skunk Glen ravine, the place from which every spring all the collected refuse is thrown.

But not tonight ~ this time, the bonfire will become the star of the show. Set in the middle of the green, between tables set with food, a dance area decorated with ribbons, and the musicians' stage, the bonfire is already bright and burning tall, as the items discarded by the village are consumed within. In a matter of minutes, without any special declarations, people are already eating, chatting, and while dancing, families approach the bonfire to throw more of their discarded items into the flames.

However, as big and joyful as the celebration soon becomes, there is an uneasy air around. A few people on the sidelines are fighting about the new tradition. Amid the dancers, someone is shouting a bit too loud, another is dancing too wildly. The music sounds twisted, as if one instrument is playing against the others. It's been barely a moment since sunset, but already the party seems out of control and heading for a disaster.

During this scene, the revelry slowly turns into chaos due to the Heap-Thing's magic, which spreads through the smoke rising from the **Cursed Bonfire** – the destroyed items it wants for itself – as its fell, bewitched music is played from under the hill. **Enchanted villagers** become delirious and begin to endanger themselves, and some of the rubbish even comes to life as **effigies** that attempt to take out the bonfire – which the Heap-Thing is jealous of – but instead just set everything on fire.

TAGS IN THIS SCENE

The dense crowd makes a **deafening noise**; both might hinder actions.

The Challenges

- The **Cursed Bonfire** (Mystery, Influence) is the main Challenge of the scene. The curse will only be lifted when the bonfire is put out or when it burns out.
- The **Enchanted Villagers** (Charge) engage in wild revelry, endangering themselves and others.
- **Animated Effigies** (Aggressor) made of discarded items come to life and sow destruction.

How To Run This Scene

Begin by Establishing the scene and asking the Heroes about what they do, following the game loop. Start off with a causal description of the event, and escalate your description with every turn toward the bizarre and eventually to the wild, as the **stakes** become clear: someone could get terribly hurt.

Introduce the **Enchanted Villagers** Challenge first: use their Threat and if the Heroes cannot prevent it, deliver Consequence, as normal. When a Hero looks for the cause or breathes in some of the smoke, start using the **Cursed Bonfire** Challenge. Finally, at a moment of your choice, to increase the stakes and the drama, throw in the shocking **Animated Effigies**.

PACING WITH THREATS

As the scene becomes more chaotic, consider how many Threats to make before each Hero's turn. For example, you can have one enchanted villager ready to accidentally set themself on fire; another, on the other side of the green, almost pushing a Hero off the cliff; and also an effigy, thrashing two Heroes with flaming arms – all at the same time.

But you probably shouldn't! One Threat per Hero turn will give them something clear to handle. Two per Hero will already force them to choose, leaving one Threat unaddressed. Remember to leave the Heroes some breathing room for other actions, such as discovering the source of the influence and later putting out the bonfire.

If the Heroes manage themselves well, and you want to make things harder, add more Threats. If you wish to bring the scene to a conclusion, stop introducing new Challenges and slow down your Threats.

DETAILED ACTIONS

Many of the Threats posed by Challenges in this scene can be averted with a Quick action. The same is true for actions uncovering the bonfire as the cause of the problem.

However, the main Challenge, the Cursed Bonfire, requires the Heroes to take Detailed actions (Vol. I, page 151) and add a *quenched*, *choked*, or *wet* status against the bonfire's *put-out* Limit.

Where appropriate, allow the Heroes to take Detailed actions and spend their Power on Effects such as removing *delirious* statuses or creating a helpful tag.

The Curse

Anyone at the green who inhales the smoke becomes *delirious*, filled with the creature's desire to participate in the event, to dance and make merry. This is an ongoing Threat & Consequence in the scene posed by the curse; villagers will keep falling victim to its effects until the Heroes discover the cause and put an end to it.

For Heroes, *delirious* is a compelling status (Vol. I, page 170) that makes the Hero wish to join in the celebration, and so it hinders any attempt to disrupt the dancing and drinking. A Hero that is overcome by the status will join the **Delirious Procession**.

DISCOVERING THE CURSE AND ITS SOURCE

If one of the Heroes pays close attention to the smoke (a Simple action), perhaps after inhaling some, they can notice that when the wind changes and carries the smoke in a new direction, the people in its way become affected. The focal point of the curse can also be discovered in other ways with a Quick action.

It takes uncanny vigilance, special lore, or magical abilities (and a Quick action) to detect that the source of the curse is under the green, at the bottom of Skunk Glen, which can lead to the **Delirious Procession**.

We Are Missing Someone...

The sudden debacle is over when the bonfire is put out, or when it burns out. Or is it? The Heroes will soon discover that at the edge of the village, a new development demands their attention. Continue to **Delirious Procession** (page 219).

THE CURSED BONFIRE ♫ ♫ ♫

Mystery, Influence

The Heap-Thing is furious, jealous, and determined to ruin the "new" Spring Renewal festival. It uses its magic to intoxicate the villagers and throw the festival into chaos. While the bonfire isn't the source of its magic, it is its focal point of the curse, as it holds all the discarded items the Heap-Thing feels it was robbed of. *Putting it out* is the best way to lift the curse; contending directly with the creature's magic to *cleanse* it is a formidable feat (**Might**, Vol. I, page 171).

— LIMITS —

PUT OUT THE BONFIRE 5

CLEANSE THE CURSE 4

Enchanted Villagers regain their senses and Animated Effigies crumble back into heaps of trash. Remove *delirious* from everyone who is still at the scene.

— THREATS & CONSEQUENCES —

DRIVE MAD The bonfire crackles loudly and the discordant music intensifies

❖ Heroes or allies who inhale the smoke become *delirious-2*

❖ More villagers fall under the curse (**New Challenge**: Enchanted Villagers, or add more of them)

— TAGS & STATUSES —

roaring fire

❖ Potent, strange magic

ENCHANTED VILLAGERS ♫

Charge

Villagers that fall under the curse become careless, with clear signs of delirium: eyes glazed over, smiles too wide, singing too loudly, and dancing with abandon, knocking into each other without care for safety or decorum.

An Enchanted Villager can be freed with a Quick action or a Detailed one (by maxing *snap out*). Use *delirious* as a hindering status. Affecting more than a handful of villagers with a single action is a Mighty action (Adventure, due to numbers).

— LIMITS —

SUBDUE 1

SNAP OUT 1

— THREATS & CONSEQUENCES —

ENDANGER A villager begins dancing too close to the bonfire, or to the cliff's edge, moving unexpectedly and without coordination

❖ Knock themselves or others into the danger, with a misstep (**Ill Tidings** as someone is injured, or give *burned-2* or *hanging-off-the-edge-2*)

— TAGS & STATUSES —

delirious-2

ANIMATED EFFIGY ♫ ♫

Aggressor

Some of the discarded items in line for the fire rise up at the Heap-Thing's command, snap and break apart, then rearrange themselves into towering human-like shapes. They wade through the alarmed and bewildered and try to dismantle the bonfire, but instead catch fire and spread it around, endangering the entire village.

— LIMITS —

DESTROY 2

BANISH 2

— THREATS & CONSEQUENCES —

IGNITE ITSELF Shamble through the crowd towards the bonfire

❖ Swat away anyone in its path (*prone-2* and also *bruised-2*)

❖ Dunk its upper body into the bonfire (gain *ablaze-3*)

— TAGS & STATUSES —

flammable, sharp edges

DEVASTATE Dance among the villagers while wreathed in flames

❖ Thrash and hit bystanders (*bruised-2*)

❖ Wade through a group of people, flaming (*burned-2*)

❖ Walk into a villager's house, setting it on fire (**Ill Tidings**)

THE DELIRIOUS PROCESSION

JOURNEYS

"Is everyone here?" "Have you seen where Yarni has gone?" "What have they done to the banners!"...

In all the commotion around, with people gathering and looking distraught, one shout can be heard clearly above the rest: "There! Someone's going down the Skunk Glen path!"

It's true ~ several torchlights dance in the darkness along the ravine's edge, going down the infamous path that leads to its bottom. The Glen path is treacherous even during day time, and there is scarcely any reason to go down it.

Cries for attention are left unanswered, as the travellers keep making their way downward. Suddenly, one of the torches falls into the darkness... Everyone watching from the green gasps in distress.

In this scene, the Heroes make their way down to the Bottom of Skunk Glen alongside several of the villagers who were enchanted early on during the festival and are heading down to join the Heap-Thing's party.

The glen path zigzags for a while down the hillside and ends just under the rock outcropping that juts out of the village green by an enormous, rotting pile of discarded items from decades, perhaps centuries, of the Spring Renewal tradition: the entrance to the creature's lair.

March Of The Enchanted Villagers

There are one or two dozen villagers making their way haphazardly down the path. They are spread out all the way down, some of them having reached the bottom of the cliff before the Heroes even start their way down. They are all carrying torches.

Among them are some of the Heroes' favorite community members and loved ones – but not all: save a few yet for the **Bottom Of Skunk Glen**. Can the Heroes save them? If they do, consider giving these NPCs as tags, to represent them joining the Fellowship as allies for the duration of this adventure.

The villagers are all *delirious-2*, which hinders any attempt to make them stop following the path down (a Quick action); they believe that is where the celebration is happening, and that they must join.



Down Skunk Glen

The descent down the path is played as a **Journey**, made up of **Challenge Vignettes** (page 108): each describes a story moment along the way, a dangerous situation that is meant to be resolved with a single Quick outcome. Some player actions or Consequences can make a Vignette stretch into a longer scene, but it should be kept brief even so.

Choose a number of Vignettes to play, based on how you want to pace the story (four is a good default). Pick the ones that are best for your dramatic sense. Within the story, the Vignettes shouldn't happen immediately one after the other; make the Journey feel longer by describing the long minutes of careful movement down the narrow path. Getting to the bottom might even take an hour.

The Journey ends when you have played through your chosen number of Vignettes; the Heroes then arrive at the bottom of the cliff. Continue to **Bottom Of Skunk Glen** (page 222).



Landscape Skunk Glen

Tags: *clouded moonlight* (Heroes can simply ask for a torch in the village, before heading down). To make a Vignette harder, you can have the path be *very narrow*, covered in *slippery mud*, or full of *stinging nettles*.

GENERAL CONSEQUENCES

These Consequences can happen with any Vignette.

- ❖ A strong wind blows out the torch (**Complication** or scratch a tag).
- ❖ A Hero slips over a mossy rock or down a rubble pile (*scraped-2* or scratch a tag of physical capability).
- ❖ The sound of an uncaring villager laughing echoes from below (*worried-2* or the curse is spreading, *delirious-1*).

Others In The Procession

Here are a few more villagers caught in the spell for your use.

Giphty the Mumbler, a 15 year old teen from one of the reclusive forester families who live in the woods. This bright-eyed kid has a speech impediment, for which he is sometimes bullied, and yet he is perhaps the most social of all the foresters.

Laurantadeara, Lauray to her few friends, moved into the village a few years ago after leaving a land only a few around here have even heard of. Some say she is running away... but she certainly isn't now, as she tumbled down a rock while going down the path, and has a swollen ankle.

Fahira the Trader, whose hair famously turned silver in her youth, visits the village four times a year, in time for the seasonal ceremonies. Being somewhat of a **hedonist**, she is especially difficult to convince to turn her back on a good party.

CRACKED STONE

The path ahead winds underneath a cracked stone slab, which is groaning under its own weight. [Villager name] is crossing underneath it, without noticing the danger.

- ❖ The slab breaks and drops while someone is walking underneath it (*crushed-4* and *broken stones* on the path).
- ❖ A Hero is *winded-2* after rushing to save the villager.
- ❖ Something used to prop the slab is crushed or twisted (scratch a tag).

HANGING ON A LEDGE

There's a muffled groan up ahead where a guttering torch lies. You suddenly spot the hands of a person hanging onto dear life on the edge of that outcrop!

- ❖ After a moment, a dull thud is heard (possibly followed by a loud cry of pain) as something heavy hits the ravine's bottom (*Ill Tidings*).
- ❖ While trying to help the villager up, the Hero slips as well (*hanging-off-the-edge-2*).
- ❖ A Hero's item slip and falls into the refuse pile (scratch a tag).

A GLYPH OF REPELLING

A strange symbol is etched on the sheet stone by the path, seemingly carved with a nasty claw. Lichen grows around the symbol, but does not cover it.

- ❖ A Hero who is not delirious is cursed (*unlucky-1*).
- ❖ A charm, amulet, or spell of protection snaps and breaks all of a sudden (scratch a tag or reduce a *warded* status).
- ❖ A loud unnatural voice echoes through the glen: "You snoopy lot, you are not my guests!" (**Exposure**, *scared-2* to all Heroes, or scratch ally tags as they flee).

NIGHT OWL

A nocturnal raptor can be heard gliding closeby, then two eyes appear, reflecting your light, approaching rapidly.

- ❖ The bird, startled, startles the Hero as well (*jumpy-2*).
- ❖ The bird, trying to protect its nearby nest, scratches at someone's eyes (*bleeding-2*, and if not fully lessened, also *blurred-vision-2*).

FEARFUL VILLAGER

[Villager Name] stands, frozen with indecision, in front of a narrow passage overlooking a steep drop. (They are still under the curse, but also *fearful-2*)

- ❖ The villager is startled, and slips and falls down the slope (*Ill Tidings*).
- ❖ The curse strengthens within them (they gain *delirious-3* and continue forward).
- ❖ A hero slips on the drop (*hanging-off-the-edge-2*).

FORK IN THE ROAD

The path splits, one path leads down more steeply, and the other at a more gentle incline, albeit into thick *undergrowth*. There's a person inside the bushes ~ but they aren't moving! (These are just discarded clothes from last winter).

- ❖ The steep path turns out to be as treacherous as it seemed (*scraped-2*).
- ❖ The undergrowth gets thicker and thicker, fighting against the Heroes' movements (*tired-2* or scratch a tag representing equipment that becomes damaged).
- ❖ A Hero is struck with indecisiveness or confusion (*hesitant-2* or *confused-2*).

BOTTOM OF SKUNK GLEN

Wait Until Daylight?

Though it's rather stinky-2 and a little scary-1, the bottom of Skunk Glen is not a bad place to camp. There is also the option of returning to the village. If the Fellowship is in a bad way after making the climb down, perhaps they choose to huddle under a tree and rest until dawn. Use camping rules (Vol. I, page 179) to play through such a scene. But can they resist the call of the Heap Thing through the night? A camp action that generates Consequences gains the Hero delirious-1.

As expected, at the bottom of the cliff lies a giant pile of years-old discarded items. Skunk Glen is full of narrow crevices, and the junk here is collected in tight spaces between walls of rock, rotten and overgrown.

As you make your last few steps down, you are greeted with the odd sight of several villagers climbing the heap, then picking out pieces of discarded items from past years, as if selecting a choice cut of meat.

One of them finds the remains of a wooden doll, clutches it to their chest... and jumps down *into* the pile, vanishing from sight as the refuse opens up to swallow them. A moment later, and the stinky maw is covered again.

In this scene, the Heroes try to enter the Heap-Thing's domain, following the last of the village members who fell under its spell.

Entering The Pile

When the Heroes approach the pile of refuse, the Heap-Thing's compulsion tugs at them. Anyone approaching the pile feels that something is lurking beneath it, and that it is waiting for a gift from the villagers.

This is a Threat, and ignoring it inflicts *delirious-1* as Consequences, as the Heap-Thing's will intensifies. At this point, *delirious* Heroes are hindered by the status in any action not intended to fulfill the Heap-Thing's wishes.

There are two ways to enter the domain of the Heap-Thing.

BRINGING A GIFT

The Heap-Thing opens up the pit leading to its cave to anyone who brings it a gift – any item no matter how worn or broken (it does not have to come from the refuse pile). Searching for an item is a Quick action, and the Hero gains a gift tag for the item.

DIGGING THROUGH ROTTING REFUSE

Digging in through the rubbish is an action (Quick, or Detailed against *dig 3*), but the *refuse pile* itself resists this and being *delirious* is hindering. As a Consequence, a Hero is *scraped-2* by all the items in the pile.

Once all the Heroes are through, they emerge into the Heap-Thing's **Festival of Mockery** (page 223).

THE FESTIVAL OF MOCKERY

QUESTS

You have come into the domain of something inhuman ~ something inside the heap of discarded items. Something that *is* the heap.

This Heap-Thing's realm, this hidden cave, is lit in endless twilight, full of piles of discarded items sculpted to look like... the villagers of Ravenhome. There are "tables", and "banners", all decorated and ready for a night of revelry, a false celebration in full swing: Delirious villagers wander, enchanted, between feasts of spoiled food, songs sung by croaking dead birds, and rotten puppets in torn masks inviting them to dance.

At the center of this strange place, where the bonfire should be, the Heap-Thing towers above it all: a huge, menacing pile of old refuse, held together by putrefied muck, moving of its own accord.

In this final scene, the Heroes come face-to-face with the source of the problem, a strange creature that no one had known lived under the hill by their village. The **stakes** are high – if the Heroes can't find a way to defeat, outsmart, or appease the Heap-Thing, they will be stuck here forever!

TAGS IN THIS SCENE

This place is *eerie*, and is littered with countless *discarded items*.

The Challenges

- The **Heap-Thing** (Aggressor, Influence), a grasping, greedy creature enamoured with discarded items.
- The last of the **Enchanted Villagers** (Charge), who are captivated in the Heap-Thing's spell and held captive in its realm.

Quests: Search Your Feelings

Before you begin this scene, take a pause from the story and have each Hero read out loud to the table their four Quests. Without telling the Heroes, **choose only one Quest of one of the Heroes** that could come into conflict in this scene. The best candidates are:

- Quests that represent devotion or responsibilities to Ravenhome and its people
- Quests that demand the Hero would choose a specific approach to overcoming the Heap-Thing (such as fighting or cunning)
- Quests that define the Hero's attitude to the unnatural (such as fascination with strange creatures or hatred toward them)
- Quests that mark an item as very important to the Hero (an item which can be used as a gift to the Heap-Thing)

It is ultimately the Hero's choice when to mark Abandon or Milestone on a Quest, but you can help by creating a conflict. If a Hero loves a villager who is here, perhaps the Heap-Thing offers to let everyone go if it could keep that person with them. If the Hero believes all unnatural creatures should be eradicated, perhaps you can make them take pity on the Heap-Thing.

The Heap-Thing

Though it is a powerful being from an age bygone, the Heap-Thing is selfish, lacks empathy or sophistication, and has no real understanding of humans – in fact, it is quite susceptible to the feelings of human beings.

It welcomes anyone who enters its domain, inviting the Heroes to stay and join the celebration even as it mocks them relentlessly for their meaningless efforts to go against its will, as it believes itself to be all-powerful in its domain. As long as the Heap-Thing Challenge has not been overcome, only breaking its magic could allow one to escape its domain.

WHAT DOES IT WANT

If asked, the Heap-Thing explains how it was offended when the villagers decided not to throw their discarded items to him, that they no longer wanted the Thing to take part in their celebration.

SOLO: Read this only after you've taken a successful action to glean the origin of the Heap-Thing, whether through conversation, cunning, or magic. Only then can you try to overcome it using its free Limit.

⚠ How The Heap-Thing Came To Be

Long ago, when the Heap-Thing first came to Skunk Glen, it was a strange but beautiful creature, not unlike a large person, with gnarly limbs like tree roots covered in green scales and eyes like orbs of amber.

The people of this place admired it and brought it gifts, but with every item received the creature felt more and more burdened by the emotions that were attached to it. It soon became petty and miserable, like many of those who brought these offerings. But it couldn't stop desiring more; so delectable were these strange feelings.

It became mean and ugly, and turned away from mortals, yet they kept sending it gifts every year. And so, over the centuries, it gobbled up and accumulated a heap of discarded items around it, until it could no longer remember what it once was.

But now that some of the villagers are here, it is satisfied again – and intends on keeping them here forever, instead of the gift of unwanted items it was denied.

OVERCOMING THE CREATURE

There are several ways to overcome the Heap-Thing, all of which require the Heroes to give it statuses and max out one of its Limits. Suggest to the Heroes that they can take action to try and uncover the creature's weaknesses (Quick or using the Discover Effect).

The Heroes can **destroy** the creature's body-heap or **banish** its spirit, both challenging feats as the creature is large, strong, and possesses potent magic (Might: Adventure). They may try to **convince** it to let them go by appeasing it, negotiating with it, or tricking it (approaching this directly also is difficult as the creature is in its domain, Might: Adventure). Finally, if the Heroes discover what the Heap-Thing truly is, they can try to **free** it from its burden – the heap itself – or **overwhelm** it with feelings by giving it gifts of sentimental value.

SCENE REWARDS

If the Heap-Thing is destroyed, banished, or freed, its shambling pile of trash may open up to reveal a treasure, or it may even give the Heroes a gift of its own: a marvelous **ring of woven silver** threads, an ancient **amber coin**, a strangely-shiny **ornate spearhead**, or a unscathed **dusty tome**. Give this to the Heroes as a story tag, or it may be the beginning of a new Possessions or a Relic theme.

EXITING THE DOMAIN

Overcoming the Heap-Thing causes its domain to collapse, after which the Heroes and villagers all find themselves laying in the refuse heap at the bottom of Skunk Glen. The sun rises, and it's time to make the long way up back to the village.

The Last Of Them

A handful of villagers – some of the Heroes' favorites – have reached the Heap-Thing's domain before the Heroes managed to make their way in.

Use the **Enchanted Villagers** Challenge profile (page 218).

However, they are **delirious-3** and while inside this domain, this status is bolstered by the Heap-Thing's magic (Might: Adventure). In addition, they have these Threat and Consequences:

Approach the Heroes with waxy eyes and a beaming smile and suggest they join in the revelry

Step in front of the Hero and try to sweep them into a never-ending dance (**grabbed-2**)

Approach the tables of rotten food, dance barefoot on broken refuse, or roll around in muck

Become ill, injured, or filthy (**Ill Tidings**)

Fall deeper under the spell of the Heap-Thing (**delirious-2**)

THE HEAP~THING ♫ ♫ ♫ ♫

Aggressor, Influence

The Heap-Thing is a shambling pile of discarded items with many limbs, all asymmetrical and with sharp edges. In its middle is a large maw-like opening out of which it speaks in a wet and creaking voice, giving out a breath that reeks of rot and mold.

LIMITS

DESTROY 4

BANISH 4

OVERWHELM 4

CONVINCE 4

FREE 4

TAGS & STATUSES

sharp broken tools

- Size and strength
- Potent, strange magic
- Master of its domain (flattery)

SPECIAL FEATURES

GIFTS OF REFUSE

When the Heap-Thing receives a gift, it will leave the giver alone unless the giver bothers it again. If the gift is of sentimental value, the Heap-Thing is also *overwhelmed*-1. If the giver marked Abandon to give it, the Heap-Thing is *overwhelmed*-3.

THREATS & CONSEQUENCES

CLAIM GIFT Demand an item that was offered up for admittance to its realm

- Pull the item into its maw by magic and absorb it into its body (scratch the tag, it gains the same tag, and see **Gifts of Refuse**)

CONVERSE Speak with a wet voice about how pleasant this celebration is

- Describe the “beautiful” surroundings and “delicious” amenities (*delirious*-3)

- Threaten to harm the villagers (*intimidated*-2)

SWALLOW Open its maw as it reaches with an arm to grab its victim

- Grab an unwelcome guest (*grabbed*-4)

- Pull a *grabbed* victim into its maw (*crushed*-4)

- Devour some of a grabbed victim’s belongings or siphon their thoughts (scratch a power tag, and if it is emotional, the Heap-Thing gains *overwhelmed*-1)

ANIMATE Nearby refuse starts moving around on its own, with squelching sounds

- Discarded items come together to create a human shape (New Challenge: Animated Effigies, or add more of them)

THE AFTERMATH

Take a moment to sum up the adventure and take stock of all that happened.

- How did the Heroes come out of this affair? Were they harmed? Did they change their opinions of creatures? Did some of them remain in the creature’s domain forever?
- How is the village a day after the incident? Is it a matter of cleaning up a party gone wild or are there heavier, sadder losses to account for?
- What about the villagers who were enchanted – who survived and who will never return? Who’s pride was hurt?

- Where is the Heap-Thing now? Does it remain under the hill, or has its spirit fled? Was it destroyed or freed of its burdens?
- Was the old tradition kept or did the new one prevail? Would there ever be another Spring Renewal festival? Who is everyone blaming for the debacle?

This is an opportunity to camp (Vol. I, page 179) at the village and to consider again if any of the Heroes should be marking Abandon or Milestone on their Quests given their recent choices. If the adventure was successful, the village may also boon the Heroes with gifts in the form of new story tags.



Appendices

Adventure Ideas

You can generate more adventure ideas by using the **Conflict Oracle** (page 245) and interpreting the outcome as the Adventure Challenge, a problem that cannot be resolved within a single scene.

OUR OWN LITTLE CORNER OF THE WORLD

- Retrieving a runaway farm animal
- Helping to build a house / barn / granary
- Visiting a friend that lives a way out
- Appeasing a disgruntled godling or creature
- Resolving or winning a rivalry in the community
- Finding a rare ingredient, recipe, or material
- Curing the illness of a relative or community member
- Performing a celebration or religious ritual
- Defending against beasts or small monsters
- Exploring the wonders of the countryside
- Surviving harsh times like a storm or draught

GRIT & POLITICS

- Infiltrating a noble house
- Securing a political alliance
- Rescuing a captured spy or assassinating a rival's
- Surviving a city purged by its ruler
- Engineering a useful war
- Protecting a reformer or heir apparent from assassins
- Scouting and attacking enemy supply routes
- Defending an important town, wall, or bridge from conquest
- Investigating a string of political murders
- Negotiating a peace
- Attending a vicious political dinner

EPIC JOURNEY

- Traversing a difficult region, land, or feature
- Securing safe passage from a local ruler
- Helping a passerby and becoming embroiled in their problems
- Tracking down a fabled individual, artifact, or creature
- Recovering a lost piece of lore, culture, or history
- Traveling with and defending a caravan
- Investigating the strange happenings at a village you pass through
- Daringly infiltrating an impregnable fortress
- Taking a detour for a visit or a pilgrimage
- Fleeing dangerous pursuers
- Staying with a host who is not as they seem

DUNGEON CRAWL

- Clearing out an abandoned temple overrun by cultists
- Destroying a growing corruption infecting a sacred grove
- Escaping a dungeon or prison
- Delving into an ancient war machine buried under a battlefield
- Exploring a cave infested with monsters
- Rescuing prisoners enslaved underground
- Exploring a haunted prison said to hold confiscated treasures
- Mapping out a flooded ruin for a cartographer
- Ascending a cursed tower to rescue someone
- Hunting a rogue wizard hiding in a forbidden valley
- Stealing a treasure from beneath a sleeping godling

The Mountain Series Map —



The Crossroads Series Map —



LIST OF BACKERS

AJ Barber, AJ L Dodd, AJ Martin, A Két Moór, A Lasher, A Little Baby Pigeon, A Master Potato, A Tacit Wail, A_Zeitler, A Denbigh Strickland, A. J. Glenen, A. Moore, A. N. Taylor, A. Piper, A. Rico, A.K. Davis, A.M. Gienko, A3Sketchpad, Aaron (Spaceman), Aaron Alexander, Aaron Berndt, Aaron C Warner, Aaron Farrier, Aaron Finch, Aaron Harmaty, Aaron Hart, Aaron M. Carpenter, Aaron Mason, Aaron Mellert, Aaron Porter, Aaron Reeder, Aaron Robinson, Aaron Smithies, Aaron Upchurch, AAsama, Abbey, Abby & Karington Hess, Abdulaziz Al-Kaboor, Abdull F. Gonzalez-Vicens, Abdullah "Sir. Cuddly Marshmallow" Ismail Abul-Qasim, Abe Abdo, Abeer Salam, AbisaLobster, ABR Patel, Abunny, AbyssWalkerLW, acaDamien, Accidental Boar, Ackamandar Darkchylde, Acropolis21 (JC III), Ad Best, Adam "Roz" Rosowicz, Adam at the Oak, Adam Baltzer, Adam Baumeister, Adam Beltaine, Adam C, Adam Canvas Giangregorio, Adam Caverly, Adam Cole Czuchnicki, Adam Conlan, Adam Cottrell, Adam Dagna, Adam Exum, Adam Foye, Adam Gowans, Adam Green, Adam Grzegorczyk, Adam Howe, Adam J Black, Adam Jung, Adam Krump, Adam Laird, Adam Lyons, Adam Ma, Adam Martz, Adam McAtee, Adam Moeller, Adam Morley (he/they), Adam Ness, Adam Norwick, Adam P (Zabkills), Adam Paciorek, Adam Rinehart, Adam Rule, Adam Russell, Adam Savransky, Adam Sawyer, Adam Schlager, Adam Soandso, Adam Thompson, Adam Thornsburg, Adam Tislicky, Adam Toly, Adam Williams, Adam Young, Adam, Kate, Rook Scanlon, Aradar Kanodia, Addhearth, Addison, Addison Buff, Adeen, Adelaide, Adler Patabranca Castro, Adrian 'Zholver' Bongarts, Adrian Grothe, Adrian Madden, Adrian Naumowicz, Adrian Pálsson, Adrian Praetorius, Adrian Tchaikovsky, Adriam-Paul Carrières, Adriano Anastácio, Adrien Honcoop (He/They), Adrien Rault, Adrone, adumbratus, Adventure Engines, Æ. Niamh, Aedans, Aeden, aesmael, Aethusium, Aetias, Aezech, Afanen Sayer, AG, Agent James, Agile Monk, Agonos, AH-DONUT205, Ahmed J Suffety, Aidan Alejandro, Aidan Bowes, Aidan O'Hara, Aidan Wagner, Aidan "ShamelessPromo" Auty, Aileen and Chris Kidwell, Aion, Airdragon1, Aisling Rose (She/Her), Aislinn Smith, Aistear Oakenhart, AJ Foster, AJ Horton, AJ S, AJ Taflan, Ajax, AJay Medder, Akatosh, AkephaloS, AkinoNatsu(He/Him), Akiyo Nishimiya, AKnight1485, Akuranith, Akvo, Al Abriam, Al Rusk, Al Shoopman, Alain Sarti, Alan C-T, Alan D. Kohler, Alan Douglas, Alan Gardner, Alan P. Booth, Alan Porter, ALANA WOLFGANG-DURAN, Albe, Albert "Owlbear" Nakano, Alberto Casado Gomez, Alberto Faria, Alchemy RPG, Ale_411, Alec Johns, Alec Lanter, Alec McGuire, Aled Walters, Alejabar, Alejandro Arellano, Alejandro Avilés, Alejandro Colomino Gimenez, Alejandro Martorell Vidal, Aleks Jović, Aleksandr Yaneevich, Alendith, Alex, Alex, Alex "Dagnus" Hamelin, Alex (She/They), Alex Allievi, Alex and Victoria, Alex Ashley (she/they), Alex Bookbinder, Alex Bulach, Alex Clarke, Alex Cline, Alex Fernie, Alex Garlick, Alex Gorton, Alex Green, Alex Hawke, Alex Hunter, Alex Hutmacher, Alex Kirk (he/him), Alex Lyman, Alex Maxey, Alex Montgomery, Alex Okafor, Alex Ornelas, Alex Ostridge, Alex Perry, Alex Rybitski, Alex Sharps, Alex Spenkinkel, Alex Taxiera, Alex White, Alex White, Alexander, Alexander & James Gaines, Alexander Ayers (they/he), Alexander Baratto, Alexander Böhler, Alexander C., Alexander Crain, Alexander deMorris, Alexander Eliesen, Alexander Gräfe, Alexander Hill, Alexander Kay, Alexander Kergozou, Alexander Kontoleon, Alexander Kube, Alexander Laurell, Alexander Leasenby, Alexander Lohr, Alexander MacCumber, Alexander martin, Alexander Pecha, Alexander Probst, Alexander Racieus Rodriguez, Alexander Rodriguez, Alexander Secor, Alexander Thomas, Alexander Trifan, Alexander Urbanek, Alexander Vaucrosson, Alexander W Graham, Alexandra "Kookie" Collet, Alexandra Yarolimek, Alexandre "Sandor" Verdoni, Alexandre Bruno (Silver Almachinelo), Alexandre Glize, Alexandre Howard, Alexandre Pouteau, Alexis M. Bontemps, AlexP, Alexys Flavelle, Alf Granger, alfeva93, Alfredo Amatriain, Alfredo Gérardin, Ali Ricter, Ali Yassine, Aliannion, Alice, Alice Rhodes, Alicia Parczen, Alicia Sokora, Alicia W, Alicia Wojciechowska, Aliharu, Alisa Chan, Alisa Heletka, Alison C, Alistair Bullen, Alistair Vincent, Alistair Winters, Alkotók Szerep- és Társasjáték Tábor, Allan, Allan Jenkinson, Allan Rodda, Allan Samuelson, AllChocolate, Allen R. Jacobson, Allen Sanchez-Capers, Allen Thomas Pizano, Allison B, Allison M., Ally Belcher, Ally Danskin (she/her), Almnier, the faithful fool, Almog Kapach, Alondra Hernandez, Alonzonconzo, Alory, AlphaHero, Alseidon (he/him), Altrondragon, Alura Thryen, Alvaro Cavalcanti, alxd, AlyaskaGamer, Alyssa Arce, Alyssa H, Alyx Arts (She/Her), Alyx Beauchamp, Alyx Gupta, Amacitare, Amadan, Amalia Schmale, Amanda Siegel (She/They), Amara Tr'Kyrr, Amauri Antunes Pereira Jr, Amazing Rando (Randy Oest), Amber & Anthony S, Ambris, Amee, Amelia Pate, Amer AltTurkistani, Amy Barker, Amy Nguyen, Amy Thorne, Ana, Ana Kiko, Anais Bir (she her), AnaMei, Ananda Ray, AnarcakE, Andaclacter, Anders Jonsson, Anders Stage, Anders Wallace, Anderson Betances, Andie Riley Martin, andifroen, AndraaX, André de Boer, Andre Griffin, André Gtz, André Le Deist, Andre Schindler, Andrea "Fakko" Facchini, Andrea Felicioni, Andrea Ferrari, Andrea Fornasiero, Andrea Zanon, Andreas C., Andreas Eisenbraun, Andreas Ferdinand Natusch, Andreas Flierl, Andreas Gottlob, Andreas Liffmann, Andreas Meinlschmidt, Andreas Moesgaard, Andreas Monitzer, Andrei Medon, Andrei Semenchuk, András Rosado Sepúlveda, Andrés Suárez, Andres T, Andres Tati Baralt, Andrew "Fish" Popowich, Andrew "Glemogar" Garrett, Andrew "Impbrush" (he/him), Andrew "RockiesMagicNumber" Martin, Andrew & Amber Heath-Turnbull, Andrew B. Godefroy,

Andrew Carper (Any pronouns), Andrew Castner, Andrew Cooper, Andrew Curasi, Andrew Dell, Andrew DeSousa, Andrew DiZinno, Andrew Dodson, Andrew Fewster, Andrew Fuller, Andrew Gotham, Andrew Gronosky, Andrew Hannah, Andrew Heath-Turnbull, Andrew Helbert, Andrew J Wallen, AJ, AndomisJack, Mighty_AhJz, Andrew J. Hayford, Andrew Jacques, Andrew Kell, Andrew Later, Andrew Lotton, Andrew Lynn Holder, Andrew McKelvey, Andrew Medeiros, Andrew Miller, Andrew Mills, Andrew Millsap, Andrew Newby, Andrew Patterson, Andrew Poirier / TheFreeWind (He/Him), Andrew Porter, Andrew Robertson, Andrew Robson, Andrew Sawin, Andrew Serrano, Andrew Shockey, Andrew Sinclair, Andrew Slade, Andrew Steinke, Andrew T Shamel, Andrew Wagner, Andrew Walker He/Him, Andrew Wong, Andrew Wooldridge, Andrii "Fishkiller" Gusarov, Andromeda O'Herlihy, Andrukanil, Andy & Amberly Winham, Andy Blanchard, Andy Coe, Andy Crawford, Andy Foster, Andy G, Andy Goodman, Andy Howell, Andy Insch, Andy Marshall, Andy Morrison, Andy Reichert, Anestis Arias, Angel Carnucero, Angel Cedeno, Angel Gonzalez, Angelina Sharlow, Angelique Krencius, Angelo Concepcion III, Angelo Pavia, Angelo Pileggi, Angor de Redjak, Angus 'Doc Random' Mol, Anna from R'lyeh, Anna M, Anna MacLellan, Anna Marsh-Meservier, Anna May, Annamarie Yang, Anne J, Annie Craton, anon, Anoze, Anthony Boulier, Anthony Caldwell, Anthony Ford, Anthony Free, Anthony Goetzinger, Anthony J, Anthony Mandal, Anthus Williams, Antoine Dupessey, Anton Christensen, Anton Cox, Antonio Geiger, Antonio M. Martorell Ferriol, Antonio Reale, Antroia, Anwya Reha, Anzelm, Aonghas à Cearrara, Aouri Lyslo, Apollo Kitancevski, April "twilight" McManus, Aramil, Aranazel & Ram, Arawn D. Draven, Arbel Ben Dor, Arbitor586, Arcanarama Cam, Arcane_Desperado (Hunter Jones), Archaeon, Archie O, archivist-37, Arcturus Fracture, Arel, ArelDhaal, Argyris, Ari Endrizal, Ari Levitch, Ariel Felizardo Goes, Ariel Jackson, Arielle Moreno, Ariinui, Aritz Ciurian (he/him), Arjun Nair, Ark the Legend, Arkmandius of Avelonlete, Arkon63, ArkRoTan, Arlentric, Arlice Oaks, Armeacia, ArmedBird, Arno Gradwohl, Arnold S Triplett, Arnulphe de Lisieux, Aroval, Arren D, ARSLOTNES, Artagan RPG, Artamis, ArtandWhimsybyKenzie, Arthur "SokK" Duthoo, Arthur Boceage, Arthur McMahon, Arthur Paul, Arthus, arti47, Artikhun Rattanasirait, Artus Kain, Arvinraaj "KAZEfirst" K., Aschaz, Ascher, ascloutier, Ash (AKA Crumpet), Ash Christians, Ash Stark, Asha Ence, Ashandra (she/her), Asher "Blueflame" Sanchez, Asher (he/him), Asher Kennett, Ashley, Ashley (She/Her), Ashley McCartney (she/they), Ashley Purvis, Ashley Tate, Ashli M. Ward, Ashok Patel, Ashwath Ganesan (He/Him), Asia A. Le (she/her), Askara97, Asset Sagacity, Astral Raine, AstroNugget, Astrox Scribe of Chaos, Atomiklad, Attiragram, Audrey Der, Audrey E. Poore, Audrey Meyer, Augollux, August Blitz, Augusto Ballalai, Augustus Grochau, Aulywood, Aurélien Pelletier, Austin Flaherty, Austin Nickell, Austin Sorrell (He/Him), Austin Stethen, Austin Walker, Austin Wohlfahrt, Austin Yontz, Aouston Duerson, Autumn R, Ava Miranda, Avalon, Avery Cajune (They/Them), AvgJoeCrowe, Aviad Tal, Avianpilot, Aviv M. Icel, Aviv Or, AwayLaughing, AwesomePig7 (he/they), Awibee, Axel Cardenas, Aybkamen, Azrael Kertesz, Azrenix, Azsamael, Azumorbbox, Azur, Azure, B Csernak, B. LOVE, B. Platta, B. Redpath, B.A. Maddux, B.C. Norton, biic, Ba Tran, Babaralu, Badger, Bailey Anderson, Bailey D B, Bailey Flathers, Bailey Pelland, Balázs Árvai, Balázs Hornyák, Balkurse Wintersmith, Bamberger Family, Bamorir, Bapf, Barak Blackburn, BardicDice, BaronSharp, Barry "Arkir" Austin, Bart Goossens, Bart Van Damme, Barthélemy "Skender" Alezandaru, barthsarafin, Bartłomiej "Chronos" Zarzycki, Barx, Bastian Olpp, Bea B, Bearberserker, BearsFlatisle, Becca Elwood, Becca Fraser, Bee (They/Them), Belgarob, bellsworth46, Belzebubs, Ben "Moose" McCann, Ben Balmaceda, Ben Bandelow, Ben Cawkwell, Ben Compton I, Ben Cote, Ben Dymock, Ben E, Ben Gaede, Ben Gross, Ben Kurner, Ben McArthur, Ben McCabe, Ben McCulloch, Ben Morgan, Ben Neilsen, Ben Oliver, Ben P. Balestra, Ben Rashkovich, Ben Robertson, Ben Singer, Ben Taels, Ben Welch, Bencompetence (Any/All), Benethert, Benita780, Benjamin "BlackLotos" Welke, Benjamin Brack, Benjamin Burwood, Benjamin D. aka Avid The Gob, Benjamin Galliot, Benjamin Garber, Benjamin Garcia, Benjamin Herndon, Benjamin Karls, Benjamin Macready, Benjamin Nehring, Benjamin Peylet, Benjamin Schindewolf, Benjamin Seyller, Benjamin U., Benjamin Weber, Benjamin Wenger, Benji, Benji Herral, Benji Tham, Benji Vidler, Benkowaga, Bennett Cirelli, Benoit Hesse (He/Him), Benton Little, Berg Wess, bericher, Berit Holden, Bernat Anton, Bernd Landauer, Bernhard Beyer, Bern Delgant, Best Boy Games, Beth Allen, BettyWitch, Bex & Dina Vasiliou-Hart, beyondbounds, Bhelliom Demian Rahl, Bianca Mödersheim, Big Daddy Daniels, Big Dan D, Big Dickus, Big Mike, Big Taz, Bigfoot, Bigio, Bilbothemonkey, Bill Sickau, Billy Allen, Billy Carter, Billy Coghill, Billy Hoffman, Billy Votta, Binary Stars, Birb Nerb (he/him), Bishop, BISQ_T, Biurito, Bjarni Ásgeir, Björn, Björn Dreißig, Björn Elíeser, Björn Fähler, Björn Flindt Temte, Björn Svensson, Björn Trygg, Black Knight Games, Black Thunder, Black Willy Wonka, Blackdere, Blackfox Nightengale, Blackmist, Blackwyld, Blaime, Blair Miles, Blair Riddle, Blake Burns, Blake Carter, Blake Davis, Blake Ferchalk, Blake Howard, Blake Hutchins, Blake McDow, Blake Winter, Blindraven, Bliska, Blue, Bluegrass Geek, Blueston, BlutheMoon, Bly Widmar, Bo Kehlet, Bob Fanelli, Bob Harrison, Bob Huss, Bob Langley, Bob Thom, Bobby Brimmer, Bobby Cymbidium Lee, Bobby Jennings, Bodie, Bogi & Kay, Bokoyeky, Bólem, Bond Chui, Boni, Bonnibel G., BOOMFIST, Boon, BoredDaemon, Bosh, Boutros Saba-Norton, Bovaz, Brad Archer, Brad Castles, Brad Gaffney, Brad McMullen, Brad Pilon, Braden Clutter, Bradley Jackson (Harkain), Bradley Skeen, Braeden Orton, Braelor, Bran, Brandee, Branden Leavens, Brandon "Drake" Reed, Brandon (Samaron), Brandon Bautista, Brandon Butler, Brandon C., Brandon Dudley, Brandon James Patrick, Brandon Johnson (he/him), Brandon

Kelley, Brandon L Miller, Brandon M. Terry, Brandon Pless, Brandon S. Lee, Brandon Sapp, Brandon Tedoni, Brandon Visoky, Brandon Wofford, brazil808, breadateyourmom, Breanne Mayfield, breebo, Bren Mercado, Brendan Balasko, Brenna Carbo, Brenna Hynes, Brennan Dawson, Brennan Eastman, Brent Litster, Brent O. Sinclair, Brent Sullivan, Brett Abbott, Brett Butler, Brett Miller, Brett Volz, Brett Weidman, Brett Zeiler, Brian "Forever DM" Murphy, Brian Ahrens, Brian and Scott Ledbetter, Brian B., Brian Black, Brian Brito, Brian Burns, Brian Caffrey, Brian Carty, Brian Espinosa, Brian Familo, Brian Farley, Brian Fohlmeister, Brian Gresham, Brian K., Brian K. Eason, Brian Kapaua / Aboleth-Eye, Brian Kearns, Brian Kirchhoff, Brian Koonce, Brian L, Brian Lee, Brian Manula, Brian Miranda, Brian Moore, Brian N. Schneider, Brian Newton, Brian Norquist, Brian P, Brian P. Kurtz, Brian Paul, Brian Smith, Brian Smith, Brian T Burrell, Brian T., Brian Tate, Brian V., Brian Vander Veen, Brianna "Driftless" Randazza (she/they/any), Brianna Lutes, Briar Chappell, Briar Ro Mediavilla, Brice Tiret, Brian Tennefoss, Briennprime, Brightfires, Brilin Alexander, Bristow24, britfaic, Brittany Hellevik, Brittany S., Brittin K (he/they), brningpyre, Brodie Freeth-Thomas, Brody Anderson, Brok Wyckoff, BrokkoliBromid, Brooke Starr Donaldson, Broonzie, Brubru, Bruce Curd, Bruce Moser, Bruce Turner, Bruno "Varstahl" Passeri, Bruno Baere, Bruno Oliveira do Botelho, Bryan 'Mochaird' Gray, Bryan 'rabidCRABS', Bryan Barlow, Bryan Conrad, Bryan Daly, Bryan Hardenberger/OddSquirrel, Bryan Kennedy, Bryan Lambing, Bryan Schamber, Bryan Tam, Bryan Vestey, Bryan Young, BryanMD, Bryant Turnage, Bryce Kelety, Bryn Cristie, Bryson Daugherty, Bryton Martin, BSánchez, Bubu [any pronouns], Bubumuk, Buddy Cagle, Bulgrim, Bunbarian (she/her), BunnyPowa, Burntpepperoni, Burtallini, ButterDroid, bynightflow, Byron D. Molix, C. A. Olague, C. Blanksvard, C. Davis, C. J. Koger, C. L. E., C. Philip Volk, C. Robinson, C. Ruj (Tune), C.J Chandler(He/Him), C.Niemann, C2Orcus, C4Burgers, CactuarDavid, Cactus, Cade Golden, Caetano Zin, CaffeineDaemon, Cai Kagawa, Caine S., Caitlin Gallacher-Wawrzyczyk, Caker (he/Him), Calamity's Child, Caldaryn, Caleb, Caleb Campbell, Caleb Coppola, Caleb McBride, Caleb Primeau, Caleb Rogers, Caligos, Callesa, Calliope Rannis, Callum Emptage, Callum Jukes, Callum MacErlich, Calvin Bridges-Avalos(He/Him), Calvin Johns, Calvin Ng, Calvin Park, Calvin Schaefer, Calvin Y., Cam Banks, Cam Chapman, Cam Cravensworth, Cambo, Cameron Bush, Cameron Green, Cameron Hartley, Cameron Knott, Cameron Manski, Cameron Olson, Cameron Parson, Cameron Stall, Campix, Camwyn, Candi Schaaf, CandidWillow, Cantoredombre, Canwe, Captain Calculus, Captain Jim "Blood" Markus, Captain Marvelous, CaptainPuddle, Carcetto, Carey N., Carey Williams, Carl Bussler, Carl Congdon, Carl Kloster, Carl L Gilchrist, Carl McGar, Carl Nelson, Carl Peebles, Carl Schopfer, Carl W., Carl Walter, Carl Wills, Carla L., Carles Fornés Leyda, Carlo Tietz, Carlo Zagagnoni, Carlos Mora, Carlos Viforos - Vifor, Carly Othling, Carmine "Kroien" Garofalo, Carmina Laudiero, Carole Cline, Carolin & Markus Dietrich, Caroline Bignell, Caroline M., Caroline Scott, Caronte Ríos, Carter Moellers, Carter Snelson, Casey Baker Tattoos, Casey C., Casey Caston, Casey L, Cassandra Taglione (they/she), Cassidy Burke, Cassie, Castien, Castillo, Casual Creature, Casual-T, Cath Perrett, Catherine, Catherine Champeval, Catherine YZ Chen, Catsidhe, Cavin B., Cayde Tesna, Cayman Stokes, Ceazar A. Castaneda, Cedar E, CedarRaven, Céderic VE, Cedric Guillard, Céline T. & Étienne G., Celio, CelticNinja, Cengiz K, Cera Banana, Ceriath, Certifedtrout, Cesidio, Cesary "Verencius" Wysoczanski, Chad Burnett, Chad Freeburg (he/him), Chad Hanson, Chad Hensley, Chad Hoblitz, Chad Nash, Chad Smathers, Chad Stevens, Chad-Anthony Boudreau, chadokage, Chadwick Shimabargar, Chairzerker, Chance East, Chance Swanson, Chandler A. Lawson, Chandler S, Chanel McCartney + James Hamilton, Chantelle Lawton, Charles BurningHands, Charles Epper, Charles F Scott, Charles Hall, Charles Lester, Charles Mitchell, Charles Phillips, Charles Ragno, Charles Smith, Charles Summerhill, Charles Tibbals, Charles-Édouard Savard, Charlie "mougo" White, Charlie Mars, Charlie Maxwell, Charlie Soper, CharlieCherrywood13, Charlotte Judd, Charlotte Traynor, Chase Graham, Chase Henderson, Chase K, Chase Spinks, Chaser Pietyrga, ChavezChavez, ChazGhost, Chee Chit Ying, CheesyCaracal, Chellis G., Chelsy Benedicto, Chen Sharon, CherryKaiju, Cheryl Karoly, Chester "Hox" Pineda, Chet Cook, ChinaskiSlayer, Chip Smith, Chloe H., Cléophée Mousset, Chloe S, Chloe Sutherland, Chris, Chris "Grimtooth" Colborn, Chris "Sir Aarvan" Paladino, Chris A Challacombe, Chris Allison, Chris and Alysse Bride, Chris Bentley, Chris Bowers, Chris Brashier, Chris Conley, Chris Cowger, Chris Cunliffe, Chris Czerniak, Chris D, Chris Dalgety, Chris Davidson, Chris Dykes, Chris Gardiner, Chris Grawne, Chris Gunnels, Chris Harris, Chris Hartford, Chris J. Maloney, Chris Knight, Chris Libor, Chris MacDonald, Chris Malpass, Chris Mangum, Chris McCall, Chris McGurr, Chris Michael Jahn, Chris Mitchell, Chris Mitchell, Chris Mortika, Chris Pedro, Chris Pierson, Chris Robins, Chris Scrase, Chris T., Chris Thursby, Chris Vieira, Chris W, Chris Welhaven, Christ L.M., Christi Brooks, Christian, Christian B., Christian Carranza, Christian Castro, Christian Ching (they/them), Christian Freitas, Christian Gruneld, Christian Kukli, Christian Neuhaus, Christian Opperman, Christian Thier, Christina Jones, Christine and John Resotko, Christo Meid, Christoph Laufer, Christoph Leschanz, Christoph Wagner, Christophe Olivierre, Christopher "The Healer" Baldi, Christopher "Tiffer" Thornhill, Christopher Davidson, Christopher Dravus, Christopher Giannetti, Christopher Gray, Christopher Gunning, Christopher Inthiraj, Christopher Kopp, Christopher Lahl, Christopher Larkin, Christopher Larson, Christopher Mahadeo, Christopher Mifsud, Christopher P. Crossley, Christopher Rampersad, Christopher Slade, Christopher Stuart, Christopher Tomlinson, Christopher Urbanczyk, Christopher Weir, Christopher Ybarra-Munoz, Christopher B. Christy (they/them), chronicDreamer, Chronx6, Chrysanthemum (he/they), Chrystle Rivers, Chuck Dee,

Chuckie Knuckles, Ciaran Carbery-Shaha, Ciel Ember, CigaWeed, Cissy Street-Mellor (she/her), Civ Light, CJ Kremer, CK Cowan, Ck Williams, Claes A., Claire Kelly, Claude Weaver III, Claudio Azevedo, Claudio Gasbarra, Clay Karwan, Clayton Blackwell, Clayton Notestine, Clemens du Bellier, Clement auffray, Clément Lebossé, Clifford Horowitz, Clint Edmonson, Clint Harding, Clint Vrazil, Clintak, ClockworkStarling, Cloneslinger, Clyde Clark, Coby McPaul, CodeMephit, Codey Erwin, Cody Black, Cody Cornett, Cody Crofoot, Cody Duncan, Cody Swatek, Cody Yarbry, Coffeenut, CoGo, Colby Whittaker, Coldesert, Coldon, Cole Tanner, Colin, Colin "Mephit James" Wilson, Colin Anderson, Colin Anderson, Colin Bate, Colin Fowler, Colin Gerber, Colin Matter, Colin Mossbarger, Colin O'Melia, Comandante Paz, Conn Miskelly, Connell Halligan, Connor, Connor Alexander, Connor Hutcheson, Connor Pratt, Connor Retallick, Connor Smith, Connor Walsh, Connor Young, Conor Edmonds, Conor Fallon, Conor McCormick, Constantine Markides, Constantinos DemetriaDES, Cool-Cer, Cooper Hollis, Cora Schroeder, Corbin Da Goblin, Corentin, Corey Gross, Corey Hickson, Corey James Campbell, Corey Pierro, Cori Fraser (they/them), Cormac McKinstry, Cornell Daly (he/him), Corrado Schiavetto, Corrin Mana, Corso Bounasaid, Cortexx, Corvin Stern, Cory B, Cory Bryant, Cory IGGP, Cory J Minor, Cory K Hirano, Cory M. Hill, Cory Rickett, CosmosKitt, Courageous Cuttlefish, Court Dimon, cpsuly, Cpt. Transit, Craig, Craig, Craig 'Mifroon' Muller, Craig "Caragond" Cruzan, Craig A Brown, Craig Bishell, Craig Edwards, Craig Fox, Craig Hackl, Craig Higdon, Craig Millard, Craig Myles, Craig Payne, Craig Pike, Craig Shipman, Craig Sisson, Crash, crashburntoo, creative play and podcast network, Creed, CreeperNinja, Crevan, crillitor, Cris Gizza, Crixell Matthews, Crixol, Croft, Crooked T Gaming Tavern, Crossed Paths, Crosstail1344, Crowbots, CrowClockwork, crunchninja, Crvnch, Crysmalion, Crysthian C, Csatai Döme, Cu, Cullen P, Curtis Hay, Curtis Koh, Curtis Mortensen, Curtis Thornton, Cussa Mitre/Hod Studio Publishing, Cyprian, D. Rancor, D. Vyin, D.E. Wright, D.J. Kirshy, DadFatherDeluxe, DaemanTheRogue, Daeris Ulfang, daHob, Daisy Detective, Dak F Powers, Dalton Bradrick, Damian, Damian Miller & Saffron Adams, Damian S., Damien Brunetto, Damien Cheriot, Damien Linder, Damien Williams, Damon Bradshaw, Damon K J Mitchell, Dan 'Credorion' Griffith, Dan "Spindrift" Woodward, Dan Beaudoin, Dan Bond, Dan Carmody, Dan Collinson, Dan Connolly (He/Him), Dan Curtis Johnson, Dan Davis, Dan Galvin, Dan Gorka, Dan Johnson, Dan Kierstead (He/Him), Dan Kozlowski, Dan Labrecque, Dan Lavoie, Dan Layman-Kennedy, Dan Leising, Dan Markowski, Dan Moser, Dan Söderlund, Dan Westman, Dane Wrigt, Dani B., Dani Huard (she/they), Dani Soderlund, Daniel 'Nakoliss' Germain, Daniel "Wanlorn" Nordin, Daniel B, Daniel Bailey, Daniel Benoni, Daniel Buck, Daniel Busuttil, Daniel C. 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Suzanne Thuecks, Derek Brouwer, Derek Hammond-Pears, Derek Jacobson, Derek Kuper, Derek Semick, Derek W. Banim, Derik Fabrizio, DerKastellan, Derkekleon, DerMogVomSchmog, Derrick Cook, Derrick S. Maltman, Desmond Hammond, Dessgilles, Deven Mitton, Devin A Feldt, Devin C, Devon Hood, Devon T, Dewa R., Dexter Brye, Dexter Chu, Dhagon Hunt, DiaTribal, Dice (They/He), Dice & Easy, Dichoro, Didi, Diego Benavente Grebe, Diego Lizarazo, Diego Mathias Olivares, Diego Pereira, Diego Perez Gonzalez, Dieter (he/him), Dillon Russell, Dillon Stockman, Dimitri K., Dimitris Havlidis | World Anvil, Dionté, Dirk Eheberg, Dirk Hamel, Dirk Schlobinski, Dirty_Meeper, distaros, diversionArchitect, Divina Maladad, DJ Richardson-Turner, DJAtomika, DJXero151, DM Dave, DM Dwalk, DM Mythall (he/him), DM Spice, DM Todd Bloom, DMCole, dmDerZorn aka Velmar, DMitDammit, Dmitrii "Csahes" Tretiakov, Dmitry Valkov, Dobrava, Docteur Fox, Doctor Dischord, Doctor Mlem, DoctorEssen, Dodecadonuts, Dom, Dom Hero Ellis, Dom J, Dom Looney, Dom Mooney, Dommedi, Domigo McDuck, Domina Easton, Dominic Gaboury, Dominic P Stangl, Dominik Leibetseder, Dominik Makowski, Dominik Steinruck, Dominika "Natu" Zgud, Dominique Declerck, Domitille Gravier (she/they), domnakus, Don Arnold, Don Moore, Don't forget 3 Oct., Donald Gilliland, Donald Kresch, Donald McLeod, Donald S. Crankshaw, Doneutz -Anthony Lr, Doni Lawson, Donn Michael Hastings Jr, Donnichadh Gethins, Donnie Stri, Donovan Arthen, Doomebar, Dootero, Dorian A Wright, Dorian Knight, Doro Spicy Alli, Dorsey, Doty, Doug "Kosh" Williamson, Doug Bloomer, Doug Bolden, Doug Hendry, Doug Pirko, Doug Ronning, DougDoesCocktails, Douglas Carter, Douglas James Hermes, Douglas Molineu, Douglas Shute, Dougmysticeye, Douwe "Putzbeard" Hiemstra, Doyce Testerman, Dr Eric Silverman, Dr Zabrina Corvinus, Dr. Dorian, Dr. Issun, Dracil, Dragonicus, Dragoon, Dragotom, Dragug, Drake Hummingbird, Drake Stevenson, Drakhanas, Drako Mordecai, Dreamdealer & Eliane, Dreams, Drew Carmichael, Drew Chase, Drew Herrold, Drew Pessachick, Drew Samiec, Drew Stevens, Drewbacca, Drewbay, Dreyton, Dridane, drnuncheon, Dror Rapaport, Drowrin, DrProfSr, Dtmahanen, DTristao, Duconian, Duke Hazzard, Dumat, Dumitru Vlad, Duncan Baird, Duncan McConnell, Dungeon Dad, Dungeons on the Go, Dushanthan Nanthakumar, DuskCrane431, Dustdevils, Dustin Angell, Dustin Dunaway, Dustin Huynh, Dustin J. 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(she/they), Empress Roth, Emrick Mars, Emry Ferrario, En, eNBWe, Enderius (He/They), Endosine, Enlyrek, Enrique Belli, Enrique García Trzebinski, Ent (she/her), Enyigma Hobbies, Ephy Inspired, Eppu Puumala, Era Jean, Erastis, Eremon, Ergo Tesseract, Eric "Taraka" and Aurélia "Belette", Eric "Paper" Brousseau, Eric "Reyom" Moyer, Eric Aldrich, Eric Blair, Eric Blovits, Eric Braun, Eric Bright, Eric Butkus, Eric Coates, Eric Conti, Eric D., Eric Dill, Eric Forsberg, Eric Gomez, Eric Harris, Eric Jett, Eric Ketchum, Eric Lemieux, Eric Liberti, Eric Meader, Eric Mittelstaedt, Eric Munson, Eric Pöhlsén, Eric Rosado, Eric Schumann, Eric Simard, Eric Ullman, Eric Williamson, Erica "Vulpinfox" Schmitt, Erica Abenti, Erick, Rebecca, & Anora, Erik Ekkel, Erik Ingersen, Erik Long, Erik Norstedt, Erik Salholm, Erika, Erin "Cait Sidhe" Sullivan, Erin Williams, Eris, Eris (she/her), Eris B, Ernest Soares, Erone Vestis, Ervin Hearn III, Erynn Woodward (She/Her), ES, Espen Heia, Essaire, Esteban Soto (He/They), Estevan P, eswatz, Ethan, Ethan Best, Ethan Crow, Ethan Davis, Ethan H., Ethan Howe, Ethan K, Ethan Krebs, Ethan Miles, Ethan N., Ethan R., Ethan Sims, Etienne Guerry, Etienne Lafrance, EtreLibre, Eugene Mokeiev, Eurico Teles, Euthrosyne, Evan Abrams, Evan B, Evan D Clark (he/him), Evan Ellis, Evan Koch, Evan Miller, Evan Miranda, Evan Munger, Evan Salce (he/him/his), Evan W.J. Parson, EvanByDesign, Evandro Silva, Eve Lightfoot, Everything Dice, Evie Hicks (paladin), Evil Hat Productions, Evilmonkey, Evin Weston (He/Him), Exabyte_13, Exedore, Expersprobi, Eyal, eyeteemonkey, Ezekiel M. Hubris, Ezekiel Z.H. Azib, F Bogart Wolf, F. 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Honza Linka, Hoodwink Games, Horacio "LostInBrittany" Gonzalez, Horacio Inundacio, Hosoth Sithara (He/Him), Hossome, House Dragonshadow, Houseofpors (He/Him), How DARE., Howard, Huffelz, Hugo de Le Bon MJ, Hugo Forss, Hunter Downs, Hunter Guevarra, Hunter Jett, Hunter Manley, Hunter Read, Huw J Nicholas, I R Jeremy, iom, I3ullseye, Iain Haukka, Ian 'Incanor' Croft, Ian Anderson, Ian B Duncan, Ian Cooper, Ian Fay, Ian Fisher, Ian Hathaway, Ian Hutchinson, Ian James Hackworth, Ian M., Ian Marlenee, Ian McClung, Ian McGuigan, Ian Rumpel, Ian Somerville, Ian Wilbanks, Ibon Presno, Icarus & Martin K, IceReaper898, Ichmed, IcksCC, Ido Tzang, Idrin, Igor Kuznetsov, Iker Marín Estébanez, Ilai Bar El, Ilan Emanuel, Iliyan Iliev, Ilmari, Ilya Vaisburd, Imanit, Imanol Mondragon, ImbuedGreen, Imperius Rex, imredave, ImRegicide, Imunar, In memory of Jessica Avelis-Fontenot, Inbar, Indi & Nicollas, indie, Indigo Phantasm / Tabitha K (she/they), Indigo Shade, Indraneel "Ghosttusk" Dutt, Inferno933, Ingo "The Duck" Arendt, Ingolf Schäfer, Ingvær Loneshield, InhabitorOfEden, Inkonsequenz, Innes Peek, Iona Ramirez, Iovan Raspaia, Ironchicken, IronDM, Irons, Irritated Bookshrew, Irven Manalo, Isaac Gifford, Isaac Kerr, Isaac Morgan, Isabel Arden, Isabel Salmon (she/her), Isabell von Essen, Isabelle Rogers, Isaiah "CabooseVR" Owens, Isaiah S., Isawa Kumo, Ismael Cobos Benjelloul, Its J., its_j4nnix, ItsTheGlitch, Ivan d'Leone, Ivan Moore, Ivanisov M., ivannmarie, Ixi, Iyan Cameron, Izkavan, J Chandler, J Clevenger, J Lee Watts, J T, J Taylor, J Young, JV, J. 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Smith, Michael Reynolds, Michael Rinere, Michael Seay, Michael Sewbalak, Michael Sperling, Michael Stein, Michael Tendy, Michael Tice, Michael Tomczak, Michael Underwood, Michael Wallack, Michael Wiese, Michael Wilson, Michael Wolf, Michael Woodcock, Michael Zinda, Michal "Vincu" Kowalski, Michal Dobrota, Michal Godlewski, Michal Granec, Michal Sołtysiak, Michelle Johnson, Mick Hinrichs, Mick O'Brien, Middlenam, Midnight Haether, MidnightLightning, Miguel "Specter" Gagné, Miguel Molina, Miguel Torija, Miika, Miika, Mike "Jaide" Harrington, Mike "Krik" Tucker, Mike Birosak, Mike Blank, Mike Bollin, Mike Burgess, Mike Cripps, Mike F., Mike Geier, Mike Goldrich, Mike Greszler, Mike Hjerpe, Mike Huber, Mike Kern (he/him), Mike Koslap, Mike L., Mike M., Mike R., Mike S., Mike Salopek, Mike So, Mike Teuscher, Mike Verhaeghe, Mike Webb, Mike Welham, Mike Westley, Mikel Hall, MikeMac, Mikey Kaine Odell, Mikey Smedley, Mikhail Gordin, Mikko Peltola, Milani Jace, Mildra The Monk, Miles Grayson, Milo & Mal, Milos "milda.28" Vacek, Mimi J., Mimi R. R., Mini Myths, miniatureian, MiniPainterJen (She/Her), MiraMira, Mirco Sana, Mirko Hübschmann, Mirko Schroeder, Miron, Mirunin, Mish Pantin, Mist Master, Mitch, Mitch McLaughlin, Mitchell "Sulyaga" M, Mitchell G., Mitchell Ketterling, Mitchell Loveall, Mitchell Ross, MixBagofWeird, Mizzrum, MJ Feral, MKKA, Mo Al-Gailani, Mo Anne, Mo Holmes, Mocan, Modi Muse(They/Them), Mohan Grewis, Mohit Sadhu, Moises "Mo" E. Soto, Molly Landgraff, Molly Porter, Mollymauk! (They/Them), Mommy, Daddy, and the Moon Bits, Momo, Momo Hinamori, Moni, Monica G, Monica Nissen, Monika and Xen, Moongravity, mOOOn, Moose, Morgan Buck, Morgan Burden, Morgan Forsythe, Morgan Fuller, Morgan Geraghty, Morgan Mofle, Morgan S, Morgan W, Morgan Weeks, MorganKF, Morgaxx, Moritz "Moe" Köhler, Moritz Weingraber, Morningbird, Moro Stivali, Mortag, The Fell Knight, Morys Drecht, Mosquetero Rolero, Motschegiebchen, Mouri, Mouse, Mouse of Glen, Moxie Melody (she/they), Mr Coleman, Mr Dave, Mr_Riddleman, Mr. Anonymous, Mr. Bit, MrDelicatesse, mrdimsim, Mrgameezy, MrGoodEnough, MrKaelann, MrMicci, MrMistoffeleez, Mrówek, MrSatterday, MrT3a, mrtdmartin, MrtheAlfo, MrVoidz, MrWednesday, MrWise, MsceofSpadez, MShihab, Mubarak Mohamad Al-Mishwit, Muffin Cakes, Muffin Man, Murloc, Murmeldjuret, murphzero, Mushigawa, Muskrat, MutantRobo, Mx Aki Hewlett (They/Them), Myles P, Myles Shirley, Myles Williamson, Mýr, Myros, Mysterious Green Bean, Mystinen, Myther, N. C. Polley, N. Palasse, N. Tanak, N.A. Vreugdenhil, Niewierny, Nadav Ben Dov, Nadav Picar, Nadav Soroker, Nadein Rex, Nads264, Nagisakara, Nahdacakou, Nai, Nai Nui na Niu, Nainakra, Najm Haq, Namashe Yellowglove, Nancy Feldman, Nani C, Naoki shibadda, Naomi Durall, Nara Van Rossum, Naridas, Nartis, Naseweiss, Nashatal, Natalia, Natalie Holland, Nataniel, Natasha Chapman, Nate B., Nate DragonMyAce Laleman, Nate McLaughlin, Nate Miller, Nate Munn, Nate P, Nate Reed, Nate Richmond, Nate Solano, Nate Thompson (Dayman), Nath.G, Nathan and Jenna Huff, Nathan C, Nathan Camp, Nathan Collett, Nathan Cox, Nathan EmCeeKhan, Nathan Ewald, Nathan Graham, Nathan Greenup, Nathan Holt, Nathan Lewis, Nathan Lucas, Nathan Nolan, Nathan Patrick Lane (he/him), Nathan Raj, Nathan Roller, Nathan Swift, Nathan Whitsel, Nathaniel Bonin, Nathaniel Bowers, Nathaniel Clark, Nathaniel H, Nathaniel Hamilton, Nathaniel Sievert, Natxo "Oxtan" Abal, Navarre F., Navve Segal, Naylyn Gaffney, Neal Dalton, Neal Devlin, Neal Zupancic, Necromuncher, Neema Sadry (he/him), Neerg Hanoy, Neil Brannigan, Neil McGuire, Neil Merryweather, Neil Prieve, Neil Reigelsperger, Neil Shader, Neil Standish, Neil Tirado, Nelson Halliday, Nemanja

Kitić (voidrunner), Nenatachae S Mars, Neo&Sio, Neocandie, Neonparty, Nepeo, Nephaeryn, Nerd Immersion, Nerds and Dragons, Nerdwit, Nerezza, Nergont Kolonus, Nerivan (Gábor Kerekes), Nessalantha, Netigy, Nevym, New Puldrix, Newt Newton, NHS, Niall Percy, Nicholas C Skoglund, Nicholas Jensen, Nicholas Johnston, Nicholas Manzo, Nicholas Mc., Nicholas P Squires, Nicholas Peter, Nicholas Pfeifer, Nicholas Roloff, Nicholas S. Pires, Nicholas Schmel, Nicholas T, Nichole Hudson, Nick "GB" Gray-Bakker, Nick Armet, Nick Bee, Nick Carruthers, Nick Clements, Nick Costanzo, Nick DePasquale, Nick Dosland, Nick Duff, Nick F, Nick Garcia, Nick Goodman, Nick Impey, Nick Irvine, Nick Kellas (He/Him), Nick Lake, Nick Louie, Nick Merrick, Nick Moguel (he/him), Nick Raborn, Nick Riggs, Nick Rowe, Nick Ryan, Nick Simmons, Nick Slowes, Nick Stevenson, Nick Stone, Nick W, Nick wingedferret Brown, Nick-Nack, Nicki Coyle, Nickolaus "BossRush" Hairston, Nico "BARD" Varner, Nico Michalczyk, Nicola Caputo, Nicola Iliffe, Nicola Went, Nicolas Brian, Nicolas Duliere, Nicolas Grinschgl, Nicolas Heitz, Nicolas Richard-Aubut, Nicolas Taylor, Nicole Clutter, Nicole F, Nicole van der Hoeven, Nicrey, Niels E. Wisth, Nigel Bolden, Nik, Nik Wolinski, Nikita Blizniuk, Nikita Litov, Nikki Hall, Nikki Isidora F., Nikola Cimbaljević, Nikola Mitrovic, Nikolai Harrison, Nikolajs Samsonovs, Nikolaos Polychronidis, Nikolas Totief (The Eren Chronicles), Nikoloidus92, Nils D. Nicolai, Nimrod Vilensky, Nina, Nina Kneubühler, Nina Scheffler, Niobe Schumer (she/her), Nir Merkel, Nitewolf, Nituki, Niv Rachevsky, Nixon, Nizor Belg, NJ Glassford, NJ Marin (she/they), Nneyba TheGreen, Noah 'Auto' Reynolds, Noah Jo Casillas, Noah Johnson, Noah McCammon, Noah P., Noah Sennett, NoctXPyre, Noé Falzon, Noé Thoumy, Noël Frodelius-Fujimoto, NogiReborn, Nonat1s, Nonnogeppo, Norah Jihan, Noranrik, Nostab, NotAWizard, NotDoc, Nothing Ventured, Nothing Gamed, Nova Starks, Novax, Nox Rabenold, NPC-42, nrebhun, NSG, NuffSaid13, NumbLock, Nurax, Nykoelas Manning, Nyl Morrigan, O'Malley, Obed Ornelas, Oberon Naga (He/Him), ObliqueOtter, Oblivivian, Oceans., Octo, Odd Gunnar Fatland, Oded Nachshon (he/him), Odinson, Odon, Ofer Metuki, OgreForge, Oh SeungHan, OhDubGee (he/him), Ojacid, Okra, Olaf C. Bressel, Oldstead of Blackwald, Ole Sandbæk Jorgensen, Oleg Slovesnyi, Oleh Krasovskyi, Oleksii Furman, Oliver Ahrendt, Oliver Hoffmann, Oliver Kast, Oliver Lind, Oliver Peltier, Oliver Shields, Olivér Varga, Oliver Vernon, Olivia DeForge, Olivier Bos, Olivier Bouchard, Olivier Deschenes, Olivier Fanton, Olivirvby, Olle Karlsson, Olna Jenn, Ols Jonas Petter Olsson, Olufemi Sowemimo, Omar Eid, Omega-Envych, OmegaScales, Omer "Stellagama" Golan-Joel, Omer lekach, Omer Raviv, Ondra „Dzagy Jahoda, Ondrej "Andreas" Trecha, one cent, ong (they/them/their or ey/em/eir), onlunarseas, Opossum Zakaji, or, Or, or, Or, Or, Or @EunoiaRPG, Oran Mosteller, Orcadrake, OrcStSam, Oren Geshuri, Orion Arthur, Orion Burke, Orko the Wise, Orlando Brandi, Orlando St Clair-Charles, Ornithorynque, Oscar Eriksson, Oscar Ortiz, Osher Zizemski, Osmanthus, Ostap Soroka, OtterPuppy, Our Hero Andy, OwainB, Owen Fingerhut, Owen Meldrim Moore, Owen Wyatt, Oyeatia, Oz, Oz, OzNeverland, Otto Menegasso Pires, P. McCurry, pierxoR, Pablo Jorda "Papy_Shadock", Pablo Saldaña, pad_illalach_upa, Paegis, Paladoxical, PaloMayor-1492, Pam Hansel, Pan Hammer, Panda Warlock, Pandora, Pangur Bán, Panicmolt, Pany "Possessed" Laukkanen, Paolo Betancourt, Paolo Biggio, Paolo Buratti (He/Him), Paolo Cecchetto, Paquerette, Paradigmatic, Parker Herrera, Parker Wilby, Pascal Ronghi, Pascal Rousseau, PastaMight, PastaSauce, Pat Callahan, Pat Gamblin, Pat Gurdziel, Pate, Pathel, Patric Davis, Patrick, Patrick 'Winterfuchs' Fittkau, Patrick 'Wyscot' McConnell, Patrick "Celowin" Jones, Patrick 'Noffham' Seymour, Patrick Atchison, Patrick Bauer, Patrick Braley, Patrick Burns, Patrick D. (he/him), Patrick Daniel Kell, Patrick Dishington, Patrick Erwich, Patrick Grenier, Patrick J.A. Barrett, Patrick Joannisse, Patrick John Hayes, Patrick Lambert, Patrick Limn, Patrick Loeffner, Patrick McCoy, Patrick Milner, Patrick Mooney, Patrick O'Shea, Patrick Palm, Patrick R., Patrick Rass, Patrick Riley, Patrick Schladt, Patrick Sonner, Patrick Theiner, Patrick Thompson, Patrick Vega, Patrick Willoughby, Patrik Brinning, Patrik Oltermann Rodhe, Patryk Adamski, Ruemere, Paul "LostLegolas" Leone, Paul "Polly" Stephenson, Paul & Riley Thomas, Paul & Tiggy, Paul Arezina, Paul B, Paul Beakey, Paul Booher (They/Them), Paul Davis, Paul Di Blasi, Paul Elliott, Paul Gerrish Jr., Paul Gibson, Paul Goldenstein, Paul Grayson, Paul Gregoire, Paul Hayes, Paul Kiefer, Paul Kießhauer, Paul Lillehaugen, Paul Maloney, Paul Marr, Paul Nack, Paul Seme, Paul W. Herlan, Paul Webster, Paula Lorenzo, Paula Sheridan, Paulie Pennington, Paulina "Kiraśna" Radziszewska, Paulo Daniel Salles Ramos, Pavel Bareš, Pavel Žák, Paweł Borawski, Paweł Daruk, Paweł Gach, pax, Pax! (they/them), Pedro «vehrk» Ferrer, Pedro Salgado, Pedro(Te) (he/him), Peblit, Pelle Bording (he/him), penwing, Peregrine Sage, Péricles Vianna Migliorini, Persephone, Perverseness, Petajsh, Pete, Pete Sinn, Pete Sterpe, PetePeteRepeat, Peter "Waximus" Waxmonsky, Peter Brown, Peter Ciaralli, Peter Clemmens, Peter Duerst, Peter Folkert, Peter Gates, Peter Guenther, Peter Haynes, Peter J. Backman, Peter Jepsen, Peter Knebel, Peter Moss Jensen, Peter Ryzanych, Peter Schnellenberger, Peter Schubert, Peter Vertesi, Peter Wallace, Petey Mainardi, Petr Dem, Phanraven, Phil PhilboBaggins'Taylor, Phil Burge, Phil Clayburn, Phil Doud, Heroically Games, Phil Markwalder, Phil Pehlke, Phil Ulrich, Philip Gorski, Philip Jaques, Philip Lewis, Philip P., Philip Shafer, Philip W Rogers Jr, Philipp Ehmann, Philipp Gerritsen, Philipp Ottensamer, Philippe Marcil, Philippe Tousignant, Philippe Vergé-Brian, Phillip Bailey, Phillip Breja, Phillip H, Phillip McGregor, Phillip P., Phillip Sdao, Phillip VanDerBurg, Philosophy Josh, PhoenixBlade, PhoenixRisingFromAshes, Phubar, picnicprince, Piero Di Giovacchino, Pierre 'Le Duce' Gravelat, Pierre Coppet, Pierre Voigtlaender, Pierre-Olivier REGIN, Pierrick Guillou, PIETRO1410, Piggypeguin, Pik, Pike Ivyborn, Pilsy Lewis, Pingouin ninja, Pinstripe Costi, Pinyx, Piotr Korczyński,

Piotr Król, Piotr Patelski, Piper Hoffman, Piper Rowanoak Swim (they/them) - Oaksong Games, PKisFreakay, Platon Palaiologos, PleasantlyGrimm, Pokeypillow, Pol Gamez, Pól Stafford, Polinchka, Political_Humour, Polychromika, Pomum Terrestre, Poon_Nropay, PopeBacon, Poppy Reffold, Port Arthur Game Society, Potato On The Beach, Potty & Pablo, Preacher Kitty, Preston Bruce, Preston Kaye, Preston Short, Pri K. Primetide, ProfBeard, Professor RPG, Prolific Fire, Psiphyre, Psychic Cactus Games, PsychicPixel, Psychotrickery, Pun, PunnelVision, purepolarpander, Pyrod, Quazal, Questline VTT, Questor The Elf, Quill'sTiny Quests, Quinn Grey, Quinn Henderson, Quinn Levandoski, Quinn Majeski, Quinnyhuman, Quiqui The Kappa, Quirin, Qwenz, R (from MR Boardgames), R Alexander Calahan, R Brian "Antlers" Scott, R C Spillman, R Fournier, R Mark Buffington, R R Clark, R Zemlicka, R. Butler, R. M. Prouty, R. P. BARON van Reede van Oudtshoorn, R. Stone, R.T.Scherzer, Rabenvogler, Rachael Cruz, Rachael Swertfeger (Jade Vala), Rachel Amberglass, Rachel Bauer, Rachel Deborah, Rachel G, Rachelle Farrar, Raee Young, Raeedane, Rafael & The Band of the Silver Raven, Rafael Carvalho, Rafael Ferreira, Rafael Gonzalez (he/him), Rafe Petersen, Rafe Stanley, Raffa, Raffy Espiritu, ragecryx, Raiden, Rainy Panda, Rajan Khanna, Raldor(Nicolas T Guerin), Ralf Teusner, Ralofen, Ralph Holland, Ralph Mazza, Ralyn MacArren, RamblinPhoenix, Ramnath Nanthakumar, Ramon Villarreal, Ramse Angel Lambaria Gonzalez, Randall Brown, Randall Wright, Randolphus Barbarossa, Randy "Sir Gryphon" Williams, Randy "Syntruth" Carnahan, Randy Hightower, Randy Ulch, Rantone, Raphael Bressel, Raphaël Hémery, Raptorus77, Rara, Raseba, Rashard Williams, Rasmus Nicolaj West, ratonlav3ur, Ravenrie, Ray Baker, Ray Lodevico, Raya Darley (she/her), Rayfasa, Raymond Best, Raymond Cotter, Raymond Jasinski, Raymond Nichols, rayners, Rebe, Rebecca Fay, Rebecca L Jones, Rebekah Proctor, Rebekah R. Ganiere, RebornJade (He/Him), Red Fraser, Rederthere, RedEyeRake, Redi Spades, Reece | Game Night, Reece Patterson - AKA Squirrel, Reece V, Reed B. (He/Him), Reed England, Reed Logan Westgate, Reg Stuart, Regdar the Seer, Reggi Carlisle, Reggie Tsai, Reid Bathgate, Reid Zimmerman, Reimiel, Relic, Remi D'Amours, Rémi Gisclon, Remington Riddle, Ren, Ren Magnus, Ren & Sascha, Rene, René Reinhold Schallegger, René Schultze, René-Pier Deshaires-Gélinas, Renn Sørensen, Renzo Gambone, Reseru' Sansone, Resias Han, Retrotom, Rex Rose, RexCelestis, ReynRE, RG Troll, Rhainda (he/him), Rhett and Ty Wilson "He / him and she/her", Rhodri2P, Rhonda Seymour, Rhoslyn Mills, Rhuby Elizabeth, Rh Baines, Ricardo Esteves, Ricardo J Silva, Riccardo Siligato, Ricebits, Rich "Grismare" Pierce, Rich Hiner, Rich Warren, Rich Winslow, Richard, Richard Vecna' Hussey, Richard A Gonçalves, Richard Appleby, Richard August, Richard C Plemons, Richard Delaplace, Richard Dracconos "The Great Riki" Goulart, Richard Evans, Richard Fearn, Richard Frolkovič, Richard Ginisty, Richard Heslop, Richard Jennens, Richard Lam, Richard Mendosa, Richard Nimmmons, Richard R. Martin, Richard Ruane, Richard Sands, Richard Wride, Richardo Mroczek, Richie Ablaza, Richie Lambert, Rick "Portholus" Moore, Rick C, Rick Gentry, Rick Neal, Rick Wilson, Rico Reinhold (he/him/any), Riebino, Riffler, Riqi Dahlgren, Righan Meehan, Riley, Rio Noriega-Nicholson (they/them), Rion Urven, Risoto, Risto Burbert, River Daniel, Rixie, RJ, RJ Mariani, RMH (He/Him), Roani430, Roar Ladd, Rob Coughlin, Rob Lally, Rob Macquarrie, Rob Meerscheidt, Rob Modzelewski, Rob Nadeau, Rob Saronson, Robbert Schut, Robbie Breeze, Robbie Eberhardt, Robert "Ayslyn" Van Natter, Robert "Jefepato" Dall, Robert & Rachel Hirst, Robert Beyda, Robert Buurman, Robert D. Wilson, Robert Dale, Robert Davison, Robert Day, Robert Doner, Robert Drager, Robert E. Spencer II, Robert Esser, Robert Foster, Robert Galonski, Robert H. Mitchell Jr., Robert Hahn, Robert Hammitt, Robert Hazelton, Robert J. Guadagno, Robert James, Robert Kropiewnicki (PhantomNJ), Robert L. Flowers Jr, Robert Lewis, Robert Mania, Robert McIntosh, Robert Murray, Robert Newman, Robert Peacock, Robert Phillips, Robert Rae Mohr III, Robert Rappoport, Robert Scripps IV, Robert Watson, Robert Zsolt Nagy, Robhawk12, Robin, Robin "Zemce" Gonzales, Robin Dante (He/Him), Robin G., Robin H., Robin Longhurst, Robin M., Robin Miller, Robin Trostien (he/him), Robo Goblin, Robot_Hermite, Robyn Hemlocke, Rockisus, Rod Freund, Rod Meek, Rodrigo "Rolkumia" Murillo, Rodrigo Gallo, Roger FV, Roger G., Roger Haxton, Rogier, Roi Gaash, Roi Horowitz, Roipingu, Roland Scaife, Roland_Malius, RoleplayUnderMaintenance, Roll 4 Gravity, ROM ROM, Romain 'Celyus' RAVELLA, Roman Kuzyk, Roman Penna, romulus, Ron 'Rune' Forbes, ron beck, Ron Lugo, Ron Müller, Ronald Dietz, Ronald H. Miller, Ronan Laiken Plessis, Ronan O'Connor, Ronie Uliana, Ronnie Kiekłak, Roodie, RootDwarf, Rose O'Reilly, Rose Stem, Rosespark(she/her), Ross A. Metcalf, Ross Aitken, Ross Cheung, Ross Fisher & Hazel Tyler, Rotochron, Rowan Estes (she/her), Rowan Nairn, Rowan Spiers-Floyd, Rowan/Icarus (They/Them), Rowanberryrie, Rowen Higley, rowlandg, Roxley, Roxy Reyes, Roy Mumaw, Royce Ogburn, Royce Piels, RpgSoldier, RPJ Creative, Rrok Anrolle, Rubén Acevedo III, Ruben Brandt, Ruben L. Archilla, RubinRitter4, Rubynight, RudeGuy, Rudy, Ruebennase, Rufino Contreras, Rui aka Ariamus, Rui Gregório Gomes Pestana, Rules Artificer, Rummel, Rumo of Zamonia, Rune Aether, Rune Kjeldsen, Rune Soldier Dan, Ruslans Andrejevs, Russ LeBar, Russel Harder (he/him), Russell Akred, Russell Cain, Russell Hoyle, Russell Jones, Russell Podgorsek, Russuel Wood (he/him), Rusty Gray, Ruud "Snapmist" Kuchlein, He/him, Ruy, Ry-Man, Ry3an, Ryan 'Uncle Rufus' King, Ryan Blatchford-Smith, Ryan Bolstad, Ryan Bombard, Ryan C. Reeves, Ryan Elliott, Ryan Forgione, Ryan Fury, Ryan Giff (he/him), Ryan Glass, Ryan Gregory Usher, Ryan Hoolehan, Ryan Kanniard, Ryan Kelln, Ryan Kent, Ryan Leonshield, Ryan M. Vent, Ryan McGilloway, Ryan McRae, Ryan Mueller, Ryan Oliver, Ryan Patterson, Ryan Rasey, Ryan Schroeder, Ryan Stephens, Ryan Thames, Ryan W., Ryan Young, Ryder & Duskwood, Ryland H Garnett, Rylie,

Ryne Martin, Ryu Takumi, Ryuu_OwO, ryyyne, S, S. C. Harrison, S. Jense, S. Leber, S. M. Griffin, S. Paauw, S. Viswanathan, S. Knowles, Saajan 9000, Saala, Saalis, Saaz Ai'el, Sabine ten Hoeve, Sable Brine, sabr, Sabrina Ray, Sadok Kohen, SadPillow, Saega, Saelind, Saeric, SaerynK, Saga Mackenzie, Sage Widebrim, SagusAcies, Sal Puma, Salbrin, SalemSage, Sally Adora Belle, Salski, Salvator Fontana III, Sam, Sam Allen, Sam Balana (he/him), Sam Blanchard, Sam Carter of Mars, Sam Cattle, Sam Dannemiller, Sam Dark, Sam Fuller, Sam H, Sam Jackson, Sam K, Sam K, Sam Kanely (They/Them), Sam Mott, Sam Oughton, Sam S, Sam Saitta, Samantha & Patrick Harris, Samantha Di Girolamo, Samantha F.G. Hamilton, Samantha Woodier, Samira Sunesara, Samm Taffe-Ebanks, Sammy & Hayley Hart, Sammy Bosma, DorkTw, Sampo Vuori, SamT, Samuel Beal, Samuel Dallaire, Samuel Flores, Samuel Gordon Mitson, Samuel Hawk, Samuel Lagace, Samuele Ragazzini, Samuli Siira, SamuriN, Samwise Shepard, Sandon Joubert, Sandro Griesser, Sangarunyu, Sangorn, Sangrakkor, Santiago Baca, Santiago Campo, Santiago Cesar Cabrera Castellanos, Santiago Javier Mejias, Santiago Ureña, Sara "Minini" Isakova (She/Her), Sara E. Rabinovitch, Saragonvoid, Sarah Dahlinger, Sarah H., Sarah Rose, Sarah S., Sarah Terman, Sarah Wong, Sascha Goslin (She/They), Sasha Twen, Saturntoodes (she/her), Scarlet Song, Schlumpf, Schneids, Schofl, Schorsch Wild, Schrodinger's King, Schubacca, Scoot and Yarnipur, Scoot Reed (He/Him), Scott "Lyshot" Banks, Scott & Jessie, Scott Alexander, Scott Brown, Scott Charette, Scott Gibson-Uebele, Scott Heyden, Scott Hoopl, Scott Jarvis, Scott Kelly, Scott Machen, Scott McGill, Scott McIndoe, Scott McIntosh, Scott Olejarczyk, Scott Osburg, Scott Paquette, Scott Raby, Scott Ryan, Scott Thede, Scott Uhls, Script Wizards, Scruffy nerfherder, ScruffyDuck, Scryl, Sdebeli, Sean 'Raven' Donohue, Sean Furlong, Sean Gerow, Sean Goodman, Sean Gregor, Sean Hayes (he/him), Sean Hoffman, Sean Holman, Sean Jack, Sean Lickfold, Sean Littlepage, Sean Marcum, Sean Nittner, Sean O, Sean P. Phelan, Sean Seeto, Sean Swezey, Sean Toland, Seb Tudor, Sebastian Andrade Ottomello, Sebastian Berger, Sebastian Braun, Sebastian Farchione, Sebastian Geiger, Sebastian H. Fosse, Sebastian Kraus, Sebastian Kruppert, Sebastian Valdivia, Sebastian Velasquez, Sebastian Wawrzyniczky, Sebastian Wersin, Sébastien Pinto, Sébastien Richer, Sébastien Torres, Secondhand Samurai, Security Seans, Sefish, Seggo Furrytoes, Sekhi Bird, Selenio, Selmeci László, Seneca, Sentaran, Sequaia, Ser Eld Camrey, Seraphel Daystar, Serena Tempest, Sergey Tverdokhleb, Sergio Solarzano, Sérgio Sousa, SerpensFumosus, Seth "WhiteFoxSG", Seth (he/him), Seth Croston Barber, Seth Garrett, Seth Halbeisen, Seth Hartley, Seth M, Seth M, Seth Thomson, Seth Tims, Seth Webb, Knight of Springtime, sev, Sevr, Shacked A. Rosenthal, Shadowkirby, Shadowluigi, ShadowRose, Shae McCarty, Shamolow, Shams pour Carte Blanche (they/them), Shane Doyle, Shane Gee, Shane Holladay, Shane Huston, Shane Mclean, Shane Taylor, ShangryLlama, Shank, the Tonsured Ape, Shankar Nakai Goncalves dos Santos, Shannon R Lewis, SHAQER85, SharkTheBait, Sharon Alix, Shashidharan N. Subramaniam, Shaun Benvie, Shaun D. Burton, Shaun Farley, Shawn Hanf, Shawn Hod Speidel, Shawn Rose, Shawn Tomkin, Shawn Walters, Shawn Winn, Shay J., Shayed, She/They, Shelby D White, Shen, Hung-Yang, Shenandoah Brown, Sheol Firen Brimstone, Sherman Sheftall, Shiki36, Shinsudo, Shiro, Shmidu, shoes, Shon Lewis, Shredded Wombat, Shrimpy DuGrasEtDesJeux, Shu Sam Chen, Shukin, Shy Tsunami, Shylie, Si Hibberd, SidLord, Sierra Hosea-Kilkenny and Kiernan Kilkenny, Silas Andrews, Silent Gabe, Silinthar Bolenstar, Sillade, Sillywyrm (they/them), silvaril, Silvère Coulin, Silvio Herrera Gea, Simon, Simon Best, Simon Bogaerts, Simon Cotterill, Simon Fournier, Simon Oh, Simon Pearson, Simon Stroud, Simon Trudeau, Simon Ward, Simon Widman, Simona Gelati, Simone Coluccelli, Simone Ettorre, Simonne Drasduskin, simply josiah, simply_sviat, Sindri Snær Helgason, Sion A., Sir Eric Coutu, Sir Jared Ellesmere, Sir Leo of House Jenicek, Sir. RoL Locksley, Sir.ElfMaroto, SirAston, SirGoaty (He/Him), Sirly Eric, SirRageALot, Six Wing Studios, Sizzlelean, Skersch, Sketch, skinnyjeansus, Skox, skwiziks, Skye Burnett, Skye H, Skye Sutton, Skyler Escamilla, Skyler J.B., Skyler Kehren, Slabibi, Slade Eide-Ettaro, SleepyNinja, SlubberGloo, Slorder, Slumbering Druid, Sly Ningen, Slyfree3, SmiCat, Smiley, Smiley McCloseToDeath, Smoke, Snag, snir kolodni, Snorri, Yonni and Michal Mendes, Snowcat, snushbear, Snydly, Soana, Socially Inept Clown, Sohan "Soula" Govind, SolarFlora, Soli Alpert, Solly "directxman12" (it|she), Some Other Heroes, SomeKnight, Sonia Edzik' Allan, Sophia, Toreador Fan Girl (She/Her), Sophie C., Sophie Ooi, Sophie Schell, Sorceress Jules, Sorcha Cahill (she/her), Sören Kohlmeyer, SoulAngel Fedaykin, SoulOfTerra, Sourjya Sinha Roy, SouzaGM, SovereignCast, spacht, Spantz, Sparrow, Sparrow, Spencer Drake, Spencer Wolford, Spenser Rubin, SpikeFaceSam, SpitefulFox, Spoon (sneaky), Spyros Gkiouzepas, Spyros Tzanakis, Squall, Squireminime, Squirtlenick, SrBerjillos, Stacy Forsythe (she/her), Stafan Lynch, Stahlwardt, Stanislav Nowak, Star_Lex (They/Them), Starfirewater, Stay Simple, StealthyDruid, Steel Stormwind, Stef Lahr, Stefan Ichters, Stefan Johansson, Stefan Matthias Aust, Stefan Ohrmann, Stefan S., Stefan Sterzenbach, Stefan Strobl, Stefan Struck, Stefanie Notar, Stefano Starhaus, Stefano Tagliaferri, Steffen Brand, Stella Kosmistr, Stella Sheputa (they/them), Steph Chi, Steph, Stephan Davis, Stephan Szabo, Stephan van Hugten, Stephane Henriet, Stéphane Lorek, Stéphane MOUNIER, Stéphane Schmieszek, Stephanie, Stéphanie Dusablon, Stephanie Mah, Stephany R.H., Stephen (Hippo) Abel, Stephen (SplitPersona) Kelly, Stephen B. Nolan, Stephen Bayes, Stephen Brown, Stephen Carr, Stephen Edge, Stephen Esdale, Stephen G. Paterson, Stephen Hardy, Stephen L McMorland, Stephen Michael Kellat, Stephen P, Stephen Palmer, Stephen Rokitka, Stephen Rosia, Stephen Schiber, Stephen Schweitzer, Stephen Shea, Stephen Turner, Stephen Watkins, Stephen Waugh, STERBEN_FX5, Sterling Bates, Sterz Sebastian, Steve "Platinu" Smith, Steve Bennett, Steve Benton, Steve

Hall, Steve Hyatt, Steve Latta, Steve Locke, Steve Martin, Steve McSmailes, Steve Moore, Steve Morrison, Steve Powers, Steven "Boosted Reality" Holmes, Steven Alexander Melin, Steven Charbonnier, Steven Collins, Steven DeVito, Steven Grey, Steven Iasella, Steven Kei Kenobi, Steven Kou, Steven Niu, Steven Noren, PhD, Steven Setzer, Steven Sorokin, Steven Vales, Steven Watkins, Steven Wolf, Steven Wyman, Steven Walker, Stew Danger Wilson, Stinkyk8, Stirling Argent, Stove, StpdSxySzchn, Strahinja Todorović, StruckerGee, Stuart Chaplin, Stuart McDougall, Stuart McKay, Stuart Skilton, Stuart Watkins, Stuart Whitehouse, Styxette/she, Suavemente, Sune Nödskou, Sunrunner, Super Bob the bunny boy, Surányi Miklós Sumi93, Suratada Kaewkangwal, SuzPhDM, Sven, Sven, Swagittarius (it/its), Swan, Swordspresso, Sybil Blackwood, Sydney H (She/Her), Sydney H. Thorne, Sylvesta Cantrell, Sylvie, Synarune he/they, SyncophantGreen, Synopsis, Synthetic20, Syrus Quinn, Szabó Bence, Szabó Gábor, Szilágyi L. Gábor, Szopen Marcin Bartmański, Szymon Glav Konicz, Szymon Kafel, Szymon neishin Szwsda, Szymon Ulenberg, t, T J Zeeman, T Siew, T. C. Dion, T. L. Bainter, T. Shirts, T.J. Finch, T.J. Tague, T.R. Bower, T.R. Grimm, T.R. Woodruff, Tabea, Taber Fisher, Tabor Grindrod, Tad Cooper, Tadedy, Tadhg Mackay, TadK, Tahalanian, Tal Mazor (He/Him), Tall Gnome, Talon Slead, Talos, Talyisin Thorn, Talzyon (he/him), Tama Beazer, Tamuz, Tanja Neubacher, Tanner Coladasni, Tanner McCracken, Tannin, Tanner G, Tanqq, Tanukibashira, Tanya Itkin, TaR, Tara Saha, Targrus, Tarkil, Tarooki Games, TarrinOfAzinor (they/them), TaTooKa, Tatxu, Tavon Gatling (he/him), Taylor, Taylor "Grok Monkey" Cobb, Taylor Howard, Taylor M, Taylor Ogg, Taylor Patience, Taylor Repetti, Taylor Walders, Tazzy D, Tbird, TeaEra, Teapot Error, Tebra Hansing, tecknobabble, Ted Lee, Ted Pwyll, Ted WyrdGM LeBeau, Teddy Fuller, Teemons and Jarwons, Tegan Mannino, Teis Höeg, Telelia, Telvin, Templar's Tabletop, TenbatsuZ, Téo Rozet, Teoh, Teräspersilja, Terriblyuncreative, Terroar, Terry Dana Jachimiak II (he/him), Terry L Gilbert Jr, Terry Wilcox, Tess Winlock, Tex Galloway, Thadius Rushing, Thalji, ThATtigUY, Thayne Blake, The Aldin Brothers, The Ardent Archer, The Bengrys, The Broken Seal, The Cardboard Family, The Craftsman, The Cursing Dungeon Master, THE Donnie, The Druidic Monk, The Freelancing Roleplayer, The Fulgent Crow, The Geekery, The God of Purple, The Grebo, The Grizz, The Heart, The Huffakers, The Initiative Inn, The Karch Tan, The Last Squirrycorn, The Legend Smithy, The Mad Queen, The Madman, The Maxfields, The Mondolori, The Monster's Mother, The Nameless Phantom, The Orange Nebula Team, The Outlier, The Real MacGuffin, The Screaming Rat, The Sleeping God, The Sovereign Rat or The Dude, The Steve's D'Amato, The Underground Dojo, Collinsville, IL, The Unknown Stuntman, The Vitruvian Meeple, The Wegrzyns, The World Anvil Publishing, The333Man, Theanael, TheAutumnWriter, TheBabes, Thebenhatton, TheBlueOak, thebrooder, Thecodex, TheEldritchFox, TheeScottieP, theGooop, TheGreatRasputin, TheLoopymonkey, TheMechanic, Theo Frielingshaus, Theo Rivera, Theodore, Theologicalbear, Theredfox64, TheZMage, Thibaud Huber, Thibault Schwartz, Thierry "Triangle" DEVILLERS, Thierry Alves, Thierry De Gagné, Thijs van der Velden, Thom Jorgensen (He/They), Thomara B., Thomas "Lunayar" Moy, Thomas "TheSabotender" Beswick, Thomas Baker, Thomas Behrens Jr, Thomas Bugg, Thomas Clarke, Thomas Elfin, Thomas F. Johnson, Thomas Faßnacht, Thomas Foote, Thomas from Sixpence Games, Thomas Gerlick, Thomas GLORIEUX, Thomas Haakinen, Thomas Häfele, Thomas Kavanagh, Thomas Kenrick, Thomas Mansour, Thomas P Kurilla, Thomas Penny (He/Him), Thomas Peterson, Thomas Pine, Thomas Richardson, Thomas Twiton, Thomas Wess, Thomas Woodland, Thor Hay Sørensen, Thoran Rodrigues, Thore Schmidt, Thorn, Thorstein M., Thorsten Sick, Thorunge, Three Sails Studios, Tiago DUARTE, Tiago Panaro de Oliveira, Tianna Janali, Tibalt the Jester, Tibby_LTP, Tica, Tiest Vilee, Tiffani Sahara, Tiffany Korta, Tillerz, Tim 'Danger' Hall, Tim Baker, Tim Clark, Tim D., Tim D. Daigle, Tim Ellis, Tim Flannigan, Tim Gonzalez, Tim Guy, Tim Hennigar, Tim Hoepker, Tim Leard, Tim Leuftink, Tim Rangi, Tim Sorrels, Tim W Brown, Tim Welch, Timo I., Timo Robl, Timotej Karafa, Timothée Aubry, Timothy Ardoine, Timothy Bruning, Timothy Choate, Timothy Doughty, Timothy G Smith, Timothy Griffin, Timothy J. Watkins, Timothy M. Elliott, Timothy Masamitsu, Timothy Merryman, Timothy Miller, Timothy Yarcia, Timothy Yuen, Timu King, Tina Perkins, TitanTalos, Tiwi, TJ Ferrell, TJ Walker, TJ Young, TL Barnes, TNTablet, Toadeq, Toagreshnuva, Toasted Mittens, Tobias Niemitz, Tobias Theis, Todd Biggs, Todd C. Neff, todd estabrook, Todd Reis, Todd Thomas, Tom "palfrey" Parker-Shemilt (he/him), Tom A Moore, Tom and You-Sun, Tom B. Curvis (he/him), Tom Chiverton, Tom Davidson, Tom Douwes, Tom Dowd, Tom Gartin, Tom Gilver, Tom Hardy, Tom Kollman, Tom Laptain (they/them), Tom Lavery, Tom R. Tom Trinkle, Tomás "Tomislav" Mužík, Tomás Kapal, Tomas Thales Pribyl, Tomasz Pudio, TomColmaire, Tomer Norman, Tommi Sundström, Tommy Fix, Tommy Pynnonen, Tommyh, TomorrowsYesterday, Toni (They/Them), Toni Saktiawan, Toño, TontonFra, Tony C. Hsieh, Tony Evans, Tony Parmenter, Tony Pi, Tony Rockbeard, Tony Stiglich, Tony Vessels, Tony WInkler, Tony, Anjia & Juan Mendoza, Topher W, Topper, Torben "LeGit" Jones, Torie, Torill Lindan, torradin341, Tory Cristancho, Total Party Chill, Tractor Wheel, Tradjinca, Tralfamado, TrAllda, Trance, Transliminal Tales, Transmuted Elf (she/her), Travis Boward, Travis Casey, Travis Chase, Travis Collins, Travis D., Travis Farrar, Travis Hunnings, Travis Nilest, Travis Northup, Travis Tessmer, Trax, Tre F, Treantstar, Trees, Tregg Duhigg, Treighton Mauldin, Trei Blackfeather, Trent Schultz, Trent Slabaugh, Trep Maul, Trevor "Kid Vorpal", Trevor Grandison, Trevor Griggs, Trevor Hannon, Trevor Hardesty, Trevor Honeycutt, Trey McCoy, Trey Parker, Trezzy, Tricia Houchin, Trickstersholic, trickstertao, Trip Space-Parasite, Triss, Tristan Buss, Tristan Chenier, Tristan Ham, Tristan Hubert, Tristan Marshall, Tristan Mortenson, Tristan

Schwennen, Tristan Willaume-Real, Tristen B. Conner, Troels Frostholt Søe-Larsen, Trond Birkeland, Troy Ellis, Troy Stubblefield, True MT, Truman Leung, Ts Kennedy, TSDY, Tubby McButters, Tulloran, Tuomo Nyrhilä, Turisan, Tuure Saloheimo, Twelveseal, Twinzezo, Twizt, Ty Kelly, Tyger, Tyler A, Tyler Baskind, Tyler Brenman, Tyler Keith, Tyler Matheson, Tyler P, Tyler Petrie (she/her), Tyler Russell, Tyler Scott Smith-Taylor, Tyler Soto, Tyler W. Ruff, Tyler Wike, Tyrell, Tyson Garrett, Tyson Pink, Tyto, tzigi, Tzvi Jasper, UFJelly-O(he/him), Uli Claushallmann, Ulises "ScornWeed" Gomez, Ulrich Drees, Ulver the Nerd Viking, unMadeGaming, unseenlibrarian, Uri Lifshitz, Uriel, V. Douglas Chapman, V. Garrett Bittner Jr, Vakarian, Valdrianth, Valene Mitchell, Valérian Chassero, valleyman, Valmira (they/fae), Valoutine, Valric Constantine, Valrou, Vampure, Vanja LoVerso, Vanta Bleu, Vash_GR, Vaughan Cockell, Vele Mamba, Vellie, Vellor, Vemund.D. Vendross Argentum, Venita Pereira, Venrix, Vera Schooler, Verdun Vairemonte, Veronika Matousova, Vesna "Weze" Heikkinen, Vespers, Vicente Cartas Espinel, Victor "Enrad" Martin, Víctor Castaños Pastor, Victor G. Balcazar Moctezuma, Victor Gil [JinShiro] Salonga, Victor Otani, Victor P. Haerinck Jr, Victor Pires Mendonca, Victoria Bosley (she/her), Victoria Steele, Victoria V, Victoria Valen, victusfate, Vidar, Vidya and John's dad., Vierus, Viktor Engholm, VillainousVoxx, Villifer Lunaria Massey (she/they), Vince "Blackpaladin" Arebalo, Vincent B, Vincent Bezac, vincent furstenberger, Vincent Henrotte, Vincent Pelletier, Vincent van Breukelen, Vinessa Taylor, Vinh Ho, Vinh Phan, Vinicius Pataco, Vinny M., Violet Epoche, viri, Vithigar, Vitor Tumoli, Vittorio DeParasis, Vivi Franco (She/They), Vlad Croitoriu, Vladislav Sukhmel, Vladrynn, Vladyslav Volchenko, Vojtech Pribyl, Volsung, Vonkalts, VonToto, Vorkof, VTTom, Vuk Kremić, W. Jade Young, W.A. McMurray, W.Stenz, Wabbafluga, Waco Glennon, Wade Gregory Tripp, Wade Jones, Wagner Finger Hörbe, Wago, WaiserGreif, Waldemar Müller (he/him), Walker (she/they), Walt McGough (he/him), Walter A. Chacon, Walter Brediger, Wando, Ward Donovan, warlockelder, Warren Worthington, WaterDogNeptune, Wayne Ligon, Wayne Rossi, Wayward, Wei-Hua, Hsieh, Wes Ascolese, Wes M, Wesley B, Wesley Barta, Wesley Blair, Wesley Green, Wesley Sansom, Wesley Williams, Wheat, WhimsicalWisp, Whit Mattson, Whitney Winkler, Widoo, Wigiotz, Wil Yau, Wilbeck, Wilde Karde, Wilfredo Santos Jr, Wilhelm Kubein, Will Briggs (he/him), Will Dunlop, Will Godar, Will Gordon, Will Gorman, Will Harvey, Will Johnson, Will K, Will McConnell Simpson, Will McKenzie, Will Merritt, Will P, Will the Wize, Will., WilloWisp, Willbo, Willbo Boggins, Willem, William & Toby, William A Frederick, William Bailey, William Balvanz, William Brown, William E. Johnson, William Fisher IV, William Flack, William G. Banowsky, William Gerke, William Hill, William King, William Kotas, William M Lucero, William Mayorga, William Moore, William R Clark, William Read, William Schiavi, William Weiler, WilliamB, Willie Davis, Willfol, Willow Alexis McClelland, Willow M. Winter (she/her), wiskeyjac, Wizard Dave, Wizard Staffing Co, Wodhan, Woj, Wolfe Scott, Wolfgang, WONG JING, Wouter McGrory, WP, Wren Stark, Wren Walden, Wrenintheworks, Wumby Flappy, Wuvly Wuv You, Wyatt Fetner, Xander Tide, Xav Leonard, Xavier Miriam Leia Aixendri Moneny, Xavier Richardson, Xavier Wolford, Xavier Wolfs, Xavl, xeno120, Xenothon Stelnicki, Xero Larkspr, Xiahou [they/ them], Xiasmus, Xkhi, Xosé Oscar López Rascado, Xuan, Xylemicarious, Yadiel Rosario Cruz, Yago Domingues, Yakier Bunker, Yamio, Yan Kodiak, Yannick Meyer, Yay, Yemika, Yevhen Tabakov, Yew, Yiftach Govreen, Ymir, Yoav Bartov, Yoav S, Yogmeister, Yong Jia Yaik, Yoshiaki Mimura, Yotam L, Your D&D: Echoes of Legend, Your GM Chandler, Yu Tsai Su, Yuffie, Yuki Astraea, Yukio Ryudo, Yurianoo, Yurii "Saodhar" Furtat, Yuriszo, Z the RPGGuy, Z. M. Smith, Zac, Zac Colbran, Zac Derenne, Zac Simpson, Zac Wirth, Zach Bohn, Zach Cullimore, Zach Decker, Zach Gyorffy, Zach McCoy, Zach Norton, Zach Sebring, Zach Yokell, Zachary Bailey, Zachary Bean, Zachary Carns, Zachary Hall, Zachary Honzik, Zachary J. Davis, Zachary Moix, Zachary Pollak, Zachary Presnall, Zachary Stevens, Zachery Naldrett, Zachery Strider (She/They), Zack Ashcraft, Zack England (He/Him), Zack Patty, Zack Wenning, ZACKary Betsch, Zaff the Wanderer, Zahc Rhen, Zak Knippel, zak ralston, Zamak, Zani Mattia, Zaphikel, Zara Sluys, Zarock, Judge of Chaos, zaser, ZaSkTa, Zaxxon, Zayne Lantz, Zealot, Zeb Berryman, zeek20004, zeitiger, Zelda Smith, zemesan, Zennihilation, Zephier, zeroDaylight, Zerohikaru, ZeroPF, Zeus Legion, Zhyraxx, zi hzuo, Zin, zino.212, Zinzer, Zio Hal, Zion Seda, Ziri Vier, Ziv Kitaro, Zivairyn (they/them), zmf, Zodka, Zoe Tunnell, Zoltán Sarkadi, ZombieBitz, Zomg, Zomrand, Zorgoll, Zowa, Zuzanna Janczewska, Zwagerman, Zxithenull, 老祁, 404, Nvaet, (My recently passed Australian shepherd), (No caps please), (Odinfirewood), @Just_a_little_guy, @Rhummz!!!, ♥ Rose ♥, 01000011 01000100 01010010, 2joueurs, 4R73MiS, 4Sight, 5-Tet, 92mechas,



The Oracle

SOLO AND CO-OP PLAY

Ghe Oracle is a set of tools that help you imagine what happens next in your story. It allows you to play *Legend In The Mist* in solo mode (on your own) or in co-op mode (with others) without a single player acting as the Narrator.

When you play the game in solo or co-op mode, your story still has the Narrator – you. You (and everyone in the group, in co-op) alternate between the Hero and Narrator voices. To use the Oracle, you will need to be familiar with the rules of the game explained under **How To Play** (Vol I, page 142) and **Narrating A Session** (page 16).

Interpreting The Oracle

The Oracle presented over the next pages can provide random answers that help create new situations, but it is just another tool at your disposal. The Oracle does not generate complete answers to your questions. Instead, it relies on your creative interpretations of the results, in the context of your story.

For example, let's say you venture into the Witchwood and use the Conflict Oracle to discover the next scene. The Oracle says the terrain itself as a Challenge in this scene; you imagine that maybe it is about your Hero struggling through the evergreen thicket.

Or, if you are in a scene with a furious cook and the Action Oracle tells you they attack, perhaps they give a fearsome shout that rattles you to your core, or perhaps they throw a cleaver at you – the interpretation is up to you.

LET YOUR CREATIVITY LEAD YOU

You don't have to use the Oracle. Whenever you are faced with a choice or with the need to come up with new details (a scene, a Challenge, a development), you can always use your imagination, creativity, storytelling flair, reasoning, and so on, in order to decide how the story unfolds.

LET THE STORY LEAD YOU

You're not limited by the outcomes of the oracle. If the fiction already sparks some ideas in your mind about what's coming, or if the Oracle's answer doesn't quite fit your current situations, go with your own vision of the narrative.

Keeping a Journal

Using a journal (or other written record) can help you keep track of all that has happened in your story, especially over long solo journeys. Whenever something moves the story along, write a sentence or two in your journal. You can highlight or underline tags and statuses to make them easier to track.

There is no right or wrong way to keep an adventure journal. You can write it in the voice of your Hero, the Narrator, or even another character in the story witnessing your Hero's actions. Your journal can contain more than just words; sketch, draw maps, or do anything else that brings your story to life.

You can incorporate your journal into your actions. Whenever your Hero acts, write a description of the action in your journal in a sentence or two. When counting Power, tags and statuses only count if you include them in the description of your action.

The Individual Oracles

The Oracle consists of seven parts:

- **The Question Oracle**, used to receive a yes/no answer or a conceptual answer
- **The Conflict Oracle**, used to discover the details of the next scene, adventure, or series
- **The Premade Profile Oracle**, used to pick at random a Challenge Profile from this book
- **The Profile Builder**, used to generate a custom Challenge Profile on the fly
- **The Challenge Action Oracle**, used to discover a Challenge's next action
- **The Consequence Oracle**, used to discover Consequences to the Hero's action
- **The Revelations Oracle**, used when playing a Mountain-style series (page 54)

It's For Classic Narrators, Too!

A Narrator guiding a classic roleplaying group can use the Oracle to help make decisions at the table, such as what scene to play next or what actions Challenges take.

Duo Mode

Many players like to go on an adventure in pairs! You can use the Oracle to play a co-op adventure for two Heroes, or you can have one player be the Hero and the other be the Narrator, where the Narrator may or may not control their own Hero, or a companion NPC. If there is only one Hero, consider giving them a Companion story theme (page 42).

Rolling d6 and d66

Some tables call for a single number between 1 and 6, which is achieved by rolling a single six-sided die or a Legend In The Mist die. This is annotated as rolling a d6.

Other tables call for a two-digit number where each digit is between 1 and 6. This is known as rolling a d66. Roll two six-sided dice or two Legend In The Mist dice. Treat one die as the tens digit and the other as the ones digit, and put them together to get the result: 1 and 2 is 12, 6 and 3 is 63, and so on.



How to Play Solo or Co-Op with Oracles

• BEFORE THE STORY BEGINS

1. Set up your game

- Choose the setting and genre
- Create your Hero(es)
- If you have two or more Heroes, create your Fellowship

2. Discover the Series Challenge (Optional)

In a series where the main villain or problem is known at the start, use the **Conflict Oracle** (page 245) to discover who or what it is. Interpret the results on a large scale (region, kingdom, or entire aspect of life).

In a series where it is not known at the start, you will create it during the game. See **Playing a Solo or Co-Op Mountain Series** (page 71).

3. Discover your first adventure

What drives your Hero to set out on a journey or face adversity?

ADVENTURE CHALLENGE

Use the **Conflict Oracle** (page 245) and interpret the results as a problem or situation that cannot be resolved in one scene.

ADVENTURE STAKES

Note why your Hero embarks on this adventure and which of their **Quests** are at stake.

ADVENTURE HOOKS

Is your Hero aware of the Adventure Challenge? If yes, how did they learn about it? If not, what sets them on a path toward it?

SETTING UP A SCENE

4. Discover the next scene

Use the **Conflict Oracle** (page 245) to reveal the central Challenge in the scene, how it gets in your Hero's way, where it takes place, how it unfolds, and what other Challenges are present.

5. Choose or create a Challenge Profile

The scene's main and secondary Challenges need a Challenge Profile. You can:

- Use the **Premade Profile Oracle** (page 248) to pick or roll a premade profile in this book.
- Use the **Profile Builder** (page 250) to quickly create one on the fly.

PLAYING A SCENE

6. Play the scene using the Game Loop: (page 20)

Establish

DESCRIBE THE SCENE

Use the details from the **Conflict Oracle** (step 4) to paint a picture of the situation.

Use the **Question Oracles** (page 242) to answer any unclear details.

SET THE SCENE STAKES

Connect the greater stakes of the adventure with the stakes of the scene. Why does this moment matter?

INTRODUCE CHALLENGES & MAKE THREATS

Introduce the main or secondary **Challenges** of the scene (Step 4 and 5).

Pick a Threat from their Challenge Profile (step 5) or use the **Challenge Action Oracle** (page 251). Describe it to yourself.

Action

Take a Hero action (*Vol. I*, page 149), responding to the situation, and resolve it normally.

Consequences

FROM CHALLENGES

Use the Challenge Profile (step 5) or the **Challenge Action Oracle** (page 251).

Randomizing: If there is more than one Consequence listed, assign a number to each and roll a d6 to choose between them (reroll if you get an unassigned number).

FROM THE HERO'S ACTION

(usually on a 7-9 roll)

Use the **Consequences Oracle** (page 254).

FROM HERO'S WEAKNESS TAGS

Choose a weakness tag to invoke. Pick an apt Consequence or use the **Consequences Oracle** (page 254).

Allow your Hero to **react** (*Vol I*, page 162), if appropriate.

Repeat the Game Loop (Establish, Action, Consequence) until the Challenges are overcome and/or the scene stakes have been won, lost, or deferred, marking the end of the scene.

7. Wrap up the scene (and adventure)

- Tie up loose ends (denouement)
- Consider scene (and adventure) Consequences
- Give out scene (and adventure) rewards

Return to step 4 to discover the next scene (or step 3 for the next adventure) and describe what leads your Hero from the current scene (or adventure) to the next.

Or, take a break and use Camp and Sojourn rules (*Vol I*, page 179).

REVELATIONS

In a Mountain-style series (page 54), whenever the Hero(es) discovers something important about the "Great Danger" and its minions (the Series Challenge in step 2), use the **Revelation Oracle** (page 255).

The Question Oracles

Whenever you run into a question in your story to which you do not know the answer, you can roll two six-sided dice (as you would for a Hero action) and interpret the result as below.

INTERPRETIVE ANSWER

Roll d66 and compare the outcome to the **Interpretive Question** table. Interpret the answer to your question based on the ideas and concepts in the line you rolled. The **Interpretations** column contains inspirations for answers based on concepts and people. In the next page, you will find specific answers for a character's **Attitude**, types of **Magical Beings**, **Terrain Features**, and **Everyday Items**.

Examples Of An Interpretive Question

As I explore the abandoned ruins of Tamalin Castle, what do I find in the next room?

3-2: **The Scythe.** (Reaping what you have sown. Sudden death or loss. Harvest season. A dangerous situation.) I interpret this as a dark spirit of death that seeks to harvest my soul.

1-3: **The Elder.** (Contentment. Wisdom of age. Introspection. Someone wise with experience.) I interpret this as an aging sage who has made this ruin his home, and holds knowledge I may need.

6-3: **The Drawbridge.** (Putting up defenses. Withdrawing. Hiding. Something blocking your path.) I interpret this as a peculiar barricade made of rubble and debris, clearly to stop someone from entering - or from getting out.

YES OR NO ANSWER

Roll two six-sided dice and add Power. Power in this case treats any tags and statuses that could sway the answer to Yes as positive and any tags and statuses that could sway the answer to No as negative. If the sum of both dice is:

- Double ones are always an Extreme No, regardless of Power.
- **6 or less:** The answer is **No**.
- **7-9:** **It's complicated** – a Yes with a caveat, or a No with an exception.
- **10 or more:** The answer is Yes.
- Double sixes are always an Extreme Yes, regardless of Power.

Examples Of Yes/No Questions

Are there bandits currently in these woods?

Positive tags: suspicious activity, good hiding place

Negative tags: regular army patrols

Double ones: Not at all. In fact, banditry here has been eradicated decades ago.

6 or less: No, there are no bandits here.

7-9: There are bandits here, but they focus on the east part of the woods -or- no, there aren't, but word is bandits from the neighboring region are expanding.

10 or more: Yes, bandits raid these woods regularly.

Double sixes: Yes, and they are here right now!

Has the Queen been assassinated overnight?

Positive tags: backstabbing gentry

Negative tags: loved by the people

Double ones: No. No one would ever contemplate such a thing.

6 or less: No, not tonight.

7-9: No, but tomorrow night she will be -or- yes, but she survived the attack, barely.

10 or more: Yes. The queen is dead.

Double sixes: Yes, and those behind it have already seized power!

The Interpretive Question Oracle

ROLL D66	SYMBOL	INTERPRETATIONS
11	The Peasant	Hard work. Yearning for more. Cycles and repetition. An innocent bystander.
12	The Merchant	Polite conflict. Bargains. Contracts and promises. A worldly person.
13	The Elder	Contentment. Wisdom of age. Introspection. Someone wise with experience.
14	The Marshal	Pride. Skill at arms. Organized and orderly. A soldier or law enforcer.
15	The Witch	Ugliness. Intuition. Vengeance. An outcast.
16	The Thaumaturge	Preparation. Studied knowledge. Tradition. A magic user.
21	The Lost Sheep	Getting lost. Wandering. Seeking a direction. Someone in distress.
22	The Foolish Goose	Uncertainty. Wasting time. Blissful ignorance. A fool or drunkard.
23	The Black Hound	Ill portents. Bad luck. Untrustworthy people. A rogue, thief, or brigand.
24	The Spying Falcon	Seeking information. Going beyond limits. Flying. A hunter.
25	The Powerful Steed	Journeying fast. Reliability and moderation. Overcoming hardship. A mount or transport.
26	The Hungry Wolf	Seeking opportunity. Desperation. Hunger. A lone monster or beast.
31	The Hammer & Chisel	Making a mark. Boldness. Duality and dilemmas. A set of useful tools.
32	The Scythe	Reaping what you have sown. Sudden death or loss. Harvest season. A dangerous situation.
33	The Pitchfork	Taking up arms. Threats and fears. Physical strength. Someone threatening.
34	The Lantern	Hope. Learning. Being seen or discovered. A source of knowledge.
35	The Loom	Weaving together. Combining forces. Complex interplay. Two threats combined against you.
36	The Forge	Making something new. Breaking down the old. Skill at a craft. A workshop or place of business.
41	The Shrine	Ceremony. Mourning. Beauty. A priest or shaman.
42	The Crossroads	Choices. Offers of help. Changes in life. A chance meeting.
43	The Village Fair	Harmony. Diversions and entertainment. Optimism. An ally or old friend.
44	The Well	Temptation. Taint or despoilment. Dangerous locations. A mysterious stranger.
45	The Winding River	Complications. Witnessing beauty and splendor. A set or fated path. An unavoidable journey.
46	The Mountain	Increasing difficulty. Lofty goals or ideals. Treacherous landscape. An obstacle.
51	The Great Spider	Detailed plans. Webs of power. The center of something sprawling. A trap.
52	The Faerie Prince	Petty tyrants. Alluring people. Silly or decadent games. A noble.
53	The Dead Knight	Returning. Old promises or oaths. Undying love. A ghost of the past.
54	The Sorceress	Power for its own sake. Great feats. Loss of control. Someone power hungry.
55	The Kraken	Profound, unseen, or spiritual forces. Surprise. Mystery. An ambush.
56	The Dragon	Greed. Luck. Regal bearing. Someone wealthy.
61	The Herald	Social engagements. Formality. Oracular portents. A new person.
62	The Tyrant's Road	Many guards or soldiers. Destruction. The offers of power. A dangerous path.
63	The Drawbridge	Putting up defenses. Withdrawing. Hiding. Something blocking your path.
64	The High Lord	Judgement. Hard choices. Authority. A leader or ruler.
65	The Bloody Crown	Violence. War. Politics. Two forces clash with each other.
66	The Empty Throne	Abdication of duties. Failure of leadership. Crisis. An opportunity.

The Interpretive Question Oracle (cont.)

ROLL D66	ATTITUDE	MAGICAL BEING	TERRAIN FEATURE	EVERYDAY ITEM
11	Joyful	Shapeshifting trickster	Ridgeline	Comb or hairpin
12	Content	Malicious or helpful household spirit	Valley	Locket
13	Affectionate	Birds with strange agendas	Plateau	Signet ring
14	Curious	Sneaky underground faerie	Cliff	Belt or buckle
15	Smug	Lake or river spirit	Slope or hill	Gloves or scarf
16	Proud	Sapient goat or sheep	Sinkhole	Hat
21	Playful	Guardian of a bridge or door	Mountain pass	Boots
22	Compassionate	Waterfall serpent	River or brook	Coin pouch
23	Determined	Gaggle of pixies	Waterfall	Socks
24	Patient	Fae duelist	Pond or lake	Waterskin
25	Appreciative	Tree spirit or talking tree	Spring or geyser	Tinderbox
26	Angry	Protective hearth spirit	Marsh or flooded area	Toothpick
31	Jealous	Drunken wine guardian	Cove and/or sea cave	Sewing needle and thread
32	Afraid	Food-stealing magic cat	Dunes or beach	Wooden bowl
33	Despairing	Snake-bodied wise sage	Ruins	Clay mug
34	Distrustful	Wandering golem	Tree stumps	Pot or kettle
35	Insecure	Dream-invading sprite	Forest or grove	Oil flask
36	Irritable	Horse-headed forest spirit	Thicket	Rolling pin
41	Lonely	Cursed angler	Clearing	Eating knife
42	Overwhelmed	Light-haunting ghost	Cave or tunnel	Cup and saucer
43	Vindictive	Human-faced talking worm	Prairie	Hammer
44	Weary	Intelligent wildfire	Boulder field	Shovel
45	Conflicted	Mud that remembers	Desert or oasis	Tongs
46	Wistful	Someone trapped in a mirror	Dry riverbed	Rope
51	Apathetic	Favor-trading imp	Snowfield	Barrel
52	Skeptical	Doppelganger	Keep, watchtower, or castle	Anvil
53	Restless	Screaming cave	Henge or cairn	Map or scroll
54	Mocking	Talkative giant insect	Quarry	Candlestick
55	Cooperative	Blue-skinned storyteller	Mine	Bedroll
56	Defensive	Animated skeleton	Crossroads	Compass
61	Manipulative	Singing gust of wind	Village	Chest
62	Rebellious	Face in a wall or tree	Bridge	Dice or playing cards
63	Obedient	Ghost of a child	Farm, farmhouse, or barn	Musical instrument
64	Stern	Floating book	Inn or tavern	Puzzle box
65	Judgemental	Demon bound into a gemstone	Trench or canal	Child's toy
66	Bored	Pair of glowing eyes in the darkness	Temple or burial grounds	Prayer beads

The Conflict Oracle

The Conflict Oracle is used to generate a Series Challenge, Adventure Challenge, or Scene Challenge. It has seven columns, starting from the core aspects of the conflict and going toward secondary and optional aspects.

Start by rolling a d66 or picking an entry from the Central Challenge column. Continue to the other columns and roll additional d66s or pick entries as needed to flesh out your scene, once for each column. Stop once you feel the scene is sufficiently detailed.

EXAMPLES OF CONFLICT ORACLE FOR A SCENE

Based on their Quests, the Hero sets out on a journey from their village through farmland to find a thief who stole a family heirloom.

SCENE 1

COLUMN	ROLL	RESULT	INTERPRETATION	FINAL SCENE CONCEPT
Central Challenge	6-3	The main villain or major vexation...	This scene involves the Thief!	Just as I leave my village, the thief herself ambushes me behind a lone tree in a field. She tries to convince me that there is some grand reason behind her crime, threatening that if I follow her, I will die.
Central Threat & Consequences	3-6	disrupts the peace or stability of...	She accosts me somehow, or plays with my mind?	
Target of the Challenge	1-3	One or all of the Heroes.	That's me!	

SCENE 2 (LATER IN THE STORY)

COLUMN	ROLL	RESULT	INTERPRETATION	FINAL SCENE CONCEPT
Central Challenge	2-4	A lone person...	<i>Not sure yet who that is.</i>	As I try to follow the footsteps of the thief, I pass by a wayside shrine where I see a merchant trying to swindle a young boy out of his offering. My duty obliges me to respond...
Central Threat & Consequences	4-1	is manipulating or influencing...	<i>Need more information. I'll roll another column.</i>	
Target of the Challenge	1-3	An innocent bystander.	<i>Hmmm. So one person is manipulating another.</i>	
Location	Pick	On the roadway, highway, or major trails	<i>It makes sense that I'm on the roads.</i>	
Secondary Challenge	5-5	A whole group of the Central Challenge	<i>It sounds like a cult. Someone is recruiting someone naive to a cult.</i>	
Interpretive Question: What is this cult?	1-2	The Merchant. Polite conflict. Bargains. Contracts and promises. A worldly person.	<i>It's a mercantile guild. This peddler is trying to swindle someone out of their money.</i>	

CONFLICT ORACLE COLUMNS

- Central Challenge
- Central Threat & Consequences
- Target of the Challenge
- Location
- Unfolding of the Challenge
- Secondary Challenge
- Story Tags

The Conflict Oracle (cont.) —

ROLL D66	CENTRAL CHALLENGE	CHALLENGE ROLE, THREATS & CONSEQUENCES	TARGET OF THE CHALLENGE
11-13	A monster...	<p>...physically endangers...</p> <p>(Aggressor or Pursuer ♀ cause bodily harm or death - Ill Tidings, or negative physical statuses)</p>	...one or all of the Heroes.
14-16	A natural disaster or hazard...	<p>...socially or emotionally endangers...</p> <p>(Aggressor or Influence ♀ ruin reputation or harm psyche - negative social or emotional statuses)</p>	...a Quest-related person or group.
21-23	An animal or beast...	<p>...presents a dilemma...</p> <p>(Influence ♀ threatens two things, only one can be prevented; roll twice on Target of the Challenge)</p>	...a Quest-related object or magic.
24-26	A person...	<p>...drains, despoils, or corrupts...</p> <p>(Sapper ♀ deplete resources or tags, <i>despoiled, corrupted</i>)</p>	...a Quest-related ideal or goal.
31-33	<p>The terrain...</p> <p>(use a Landscape Journey, location Challenge, or Vignette)</p>	<p>...stands as a major obstacle for...</p> <p>(Obstacle or Mystery ♀ Blocked)</p>	...a Quest-related location or region.
34-36	<p>A natural condition...</p> <p>(disease, hunger, weather)</p>	<p>...disrupts the peace or stability of...</p> <p>(Influence or Sapper ♀ Complication or mental and emotional statuses)</p>	...an ally or innocent bystander.
41-43	<p>An event, occurrence, or coincidence...</p> <p>(use an Occasion Journey, event Challenge, or Vignette)</p>	<p>...is manipulating or influencing...</p> <p>(Influence ♀ <i>swayed</i>)</p>	...a community or organization.
44-46	A community or organization...	<p>...is spying on, searching for, inquiring, or researching...</p> <p>(Watcher ♀ Exposure, <i>alert</i>, gains tags)</p>	...an important resource.
51-53	An unseen force... (enchantment, curse, spirit)	<p>...is tricking, fooling, infiltrating, or entrancing...</p> <p>(Influence or Sapper ♀ loss of a resource, <i>beguiled</i>)</p>	...a nearby location or your camp.
54-56	An underling of the main villain or major vexation...	<p>...is progressing towards a crescendo to...</p> <p>(Countdown ♀ use a progress Limit; roll again to determine its endgame, treating the result as especially dangerous or powerful)</p>	...the Hero's current goal.
61-63	The main villain or major vexation...	<p>...is hunting down / has stolen...</p> <p>(Pursuer or Quarry ♀ seeks to capture, imprison, or possess -or- escape)</p>	...something taken for granted, or the status quo.
64-66	Roll again twice	Roll again twice	Roll again twice

The Conflict Oracle (cont.)

ROLL D66	LOCATION	UNFOLDING OF THE CHALLENGE	SECONDARY CHALLENGE (ROLE)	STORY TAGS
11-13	At home, in a village, or in a small building (Homestead & Village, p112)	Overt action or aggression	A bystander, or a group of them (<i>Charge</i>)	No tag-worthy features
14-16	A liminal or bucolic area, beyond the towns (Outskirts & Fields, p122)	Pleas or cries for help	The Heroes' vulnerable allies (<i>Charge</i>)	Notable landscape features (sharp rocks, dense woods, spooky marshes, tall barley stalks)
21-23	On the roadway, highway, or major trails (On the Trail, p130)	Mysterious, requires investigation	An unrelated monster (<i>Aggressor</i>)	Dangerous or useful objects (roaring bonfire, alchemy supplies, stashed weapons, crates)
24-26	Off the beaten path or somewhere truly wild (In the Wilds, p136)	An offer, contract, inquiry, or temptation	An unrelated animal or beast (<i>Aggressor, Charge, Quarry</i>)	People (town elder, gathering crowd, children at play)
31-33	At a port, out at sea, or along river (Open Water, p152)	A Hero is affected first	Terrain (location Challenge or Landscape Journey)	Condition (cold winds, bright sunlight, obscuring fog, eldritch glow)
34-36	Somewhere forgotten, dark, or dismal (Forsaken Places, p156)	An ambush or surprise	An event taking place (Occasion Journey)	Mood (partying, somber mourning, eerie silence, desperate struggle)
41-43	In a bustling area, with many people (Town & City, p162)	Slowly and gradually	The weather, a hazard, or a trap (in a Journey, use a Vignette)	Enchantments (warded-against-magic, wall of flames, supernatural gloom)
44-46	In a castle, court, or other place of political power (The Castle, p168)	One Hero learns of it while alone or isolated	The Heroes are separated or isolated (<i>Complication, Blocked</i> , or an <i>Obstacle</i> Challenge)	Notable structural features (battlements, rickety bridge, balcony, window)
51-53	Near a violent conflict (On the Battlefield, p176)	Sudden reveal upon entering or arriving	A pervasive negative emotion (jealousy, anger, hopelessness, etc.) (<i>Sapper</i>)	Animal or beast (bleating calf, climbing goat, barking dog)
54-56	Out in the wastelands, desert, or another desolate area (Blighted Badlands, p182)	Only revealed near the end	A group of the Central Challenge (Increase Might)	Something out of place (ancient statue, foreign flora, oddly-colored tile)
61-63	Down in a ruins, dungeon, or magical laboratory (Vaults of Darkness, p188)	Hidden or removed, requires finding	Allies, minions, or offspring of the Central Challenge (same role as Central Challenge, or <i>Support</i>)	Sensory effects (loud noise, creepy vibes, putrid smell, blinding sunlight)
64-66	Roll again twice	Roll again twice	Roll again twice	Roll again twice

The Premade Profile Oracle

The Premade Profile Oracle lists all the Challenge Profiles, as well as Journeys and Vignettes, that are available in this book in **The Satchel of Perils** (page 102). It is divided into typical fantasy areas listed in the first column.

- Roll a d66 for a random area in the first column, or pick one.
- Roll a d66 for a Challenge from the Creatures, People, or Places & Events columns, depending on what you established for the scene with the Conflict Oracle. **Journeys** are bolded.

- If you're playing a Journey, you can roll for additional Vignettes in the Vignettes table.

For example, a Hero forays into the wilderness in search of a specific monster, but on the way they encounter another wanderer. The player decides to pick the **In The Wild** category instead of rolling, and rolls a d6 on the People column, getting a 4. Looks like the Hero has crossed paths with a Maddened Woodcutter. The player will use the Challenge Profile on the given page in this scene.

VIGNETTES

ROLL D6	VIGNETTE CATEGORY	VIGNETTE ~ ROLL D6
1	Chance Encounters (p200)	(1) Angry Locals (p200) (2) Cartographer (p200) (3) Enchanter's Demesne (p200) (4) Plea for Assistance (p200) (5) Stampede (p200) (6) Vindictive Challenger (p200)
2	Environmental Conditions (p201)	(1) Blizzard (p201) (2) Heatwave (p201) (3) Heavy Rain (p201) (4) Obscuring Fog (p201) (5) Thunderous Storm (p201) (6) Wildfire (p201)
3	Mishaps (p202)	(1) Dwindling Supplies (p202) (2) Exhaustion (p202) (3) Injury (p202) (4) Lost Companion (p202) (5) Sickness (p202) (6) Worn-Down Transportation (p202)
4	Locks & Traps (p203)	(1) Boobytrapped Chest (p203) or Cursed Item (p204) (2) Hidden Pit (p203) (3) Puzzle or Riddle Door (p203) or Warded Passageway (p204) (4) Snare or Bear Trap (p203) (5) Tripwire or Pressure Plate (p204) (6) Grease Patch (p204)
5	Poignant Moments (p204)	(1) Cautionary Tale (p205) (2) Deep Conversation (p205) (3) Down at the Pub (p205) (4) Inspiring Vista (p204) (5) Marching Song (p205) (6) Overgrown Shrine (p205)
6	Pick from a randomly selected Journey	

The Premade Profile Oracle (cont.)

ROLL D66	CHALLENGE CATEGORY	CREATURES: MONSTERS, BEASTS, OR STRANGE BEINGS	PERSONS & PEOPLE	PLACES & EVENTS
11-13	Homestead & Village (p112)	(1-3) House Hob (p115) (4-6) Imposing Pet (p115)	(1) Avoided Acquaintance (p112) (2) Commoner (p113) (3) Crafty Rumormonger (p114) (4) Grumpy Keeper (p114) (5) Pastoral Priest or Priestess (p116) (6) Respected Elder (p117) or Stern Magistrate (p117)	(1-3) ↗ Harvest Festival (p118) (4-6) ↗ Insular Hamlet (p120)
14-16	Outskirts & Fields (p122)	(1-2) Boggart (p124) (3-4) Moldering Jack (p126) (5) Ominous Raven (p127) (6) Runaway Farm Animal (p127)	(1-3) Hedge Witch (p125) (4-6) Lone Tracker (p126)	(1) Abandoned Well (p122) (2-3) An Honest Day's Work (p123) (4) Backwoods Haunting (p123) (5-6) ↗ Windswept Farmlands (p128)
21-23	On the Trail (p130)	(1-3) Dog Boys (p132) (4-6) Grabbing Gnome (p133)	(1-2) Ambitious Conjurer (p130) (3-4) Brutal Outlaw (p131) (5-6) Shrewd Merchant (p133)	(1-2) Dismal Ferry Ride (p131) (3-4) ↗ Insular Hamlet (p120) (5-6) ↗ Lawless Roadway (p134)
24-26	In the Wilds (p136)	(1) Antlered Forest Spirit (p136) (2) Big Cat (p138) or Protective Bear (p142) (3) Fabled Bird of Prey (p139) (4) Local Godling (p140) (5) Monstrous Spider and Web (p141) (6) Will-O'-the-Wisp (p143)	(1-3) Bloodthirsty Reaver (p139) (4-5) Maddened Woodcutter (p140) (6) Rampaging Giant (p142)	(1) Bewitching Glade (p138) (2) ↗ Dark Forest (p144) (3) ↗ Echoing Cavern (p146) (4) ↗ Mountain Pass (p148) (5) Megalith (p141) (6) Wrathwood Tree (p143)
31-33	Open Water (p152)	(1-3) Drowning Beauty (p152) (4-6) Kraken (p153)	(1-3) Raiding Longboat (p153) (4-6) Brutal Outlaw (p131)	(1-2) ↗ Echoing Cavern (p146) (3-6) ↗ Treacherous Waters (p154)
34-36	Forsaken Places (p156)	(1) Bargaining Devil (p156) (2-3) Changeling (p157) (4) Otherworldly Assailant (p159) (5-6) Unshiven Revenant (p159)	(1-3) Keeper of Thresholds (p158) (4-6) Ragged Jester (p158)	(1-4) ↗ Forlorn Ruins (p160) (5-6) ↗ Morose Mire (p150)
41-43	Town & City (p162)	(1-3) Plague Rats (p162) (4-6) Stained Saint (p192)	(1-2) Nimble Pickpocket (p162) (3) Obsessive Cultist (p163) (4) Outlaw Overlord (p164) (5) Rival Bard (p165) (6) Tavern Lark (p165)	(1-3) ↗ Bewildering City (p166) (4) ↗ Crafting (p194) (5-6) ↗ Provisioning (p196)
44-46	The Castle (p168)	(1-3) Imposing Pet (p115) (4-6) Plague Rats (p162)	(1) Ardent Knight (p168) (2) Distrustful Ruler (p169) (3-4) Plotting Courtier (p170) (5) Sadistic Gaoler (p171) (6) Shadowy Catspaw (p169)	(1-3) ↗ Battle at the Gates (p172) (4-6) ↗ Noble Banquet (p174)
51-53	On the Battlefield (p176)	(1-3) Fabled Bird of Prey (p139) (4-6) Swarm of Insects (p183)	(1) Battlefield Leader (p176) (2) Bombardier (p177) (3) Frontier Healer (p178) (4-6) Soldier (p179)	(1-2) ↗ Battle at the Gates (p172) (3-6) ↗ Ongoing Battle (p180)
54-56	Blighted Badlands (p182)	(1-2) Corrupted Vermin (p182) (3-4) Greedy Dragon (p184) (5-6) Swarm of Insects (p183)	(1-3) Bloodthirsty Reaver (p139) (4-6) Lone Tracker (p126)	(1-2) ↗ Desolate Wasteland (p186) (3-4) ↗ Morose Mire (p150) (5-6) Stagnant Thoughts (p183)
61-63	Vaults of Darkness (p188)	(1-2) Immortal Vampire (p190) (3-4) Stained Saint (p192) (5-6) Twisted Creation (p193)	(1) Dark Tyrant (p188) (2-3) Heartless Warlock (p189) (4-6) Swarming Minions (p191)	(1-3) Compactor Trap (p191) (4-6) Roll in Locks & Traps Vignettes (p203)
64-66	Roll again twice	Roll again twice	Roll again twice	Roll d6. Make a Journey out of that many Vignettes.

The Profile Builder

The Profile Builder helps you quickly create a Challenge Profile for a Challenge that has been described in the scene.

STEP 1: MIGHTY ASPECTS

Count your Hero's number of Adventure and Greatness themes (use an average for a group).

Reduce the number for Adventure by one, or move 1 from Greatness to Adventure. That is the number of Mighty aspects your Challenge will have.

Decide what are these aspects: size, numbers, skill, magic, influence, cunning, riches, etc.

STEP 2: CHALLENGE RATING

Roll a d6. If you are at the beginning of your adventure, roll two dice and pick the lower one; if you are approaching its end, pick the higher.

- If the result is 1 to 5, that is your **Challenge Rating (CR)**.
- If you rolled a 6, increase Might: add one Adventure aspect or change an existing Adventure aspect to Greatness. Roll again until you have a Challenge Rating.

If you are playing a Mountain-style series, see **Matching Might To Act** (page 71).

STEP 3: LIMITS

Choose a hard, medium, and/or easy way to overcome the Challenge; each one will become a Limit such as *harm*, *convince*, *trick*, *threaten*, *destroy*, *subdue*, *dispel*, *banish*, *catch*, *escape*, etc. Set a maximum for each: hard = CR+1; medium = CR; easy = CR - 1 (If zero, remove the Limit)

If the Challenge is working toward a crescendo, completion, or transformation, give it a progress Limit of 4.

STEP 4: TAGS & STATUSES

Choose tags and statuses to represent the top defenses and offensive edge of this Challenge. Remember: tags and statuses weaken Hero actions, and do not represent the Challenge's active abilities.

- Tags: As many as its CR
- Statuses: As many tiers as its CR

STEP 5: THREATS & CONSEQUENCES

Determine the Role of the Challenge and use the **Challenge Action Oracle** (next page) to choose its Threats & Consequences.

- The main Consequence deals or removes a status with a tier equal to its CR (or half CR in tags, rounded up).
- All other Consequences deal or remove a status with a tier equal to half CR, rounded up (or one tag for CR 1-4, and two tags for CR 5).

EXAMPLE: BEAVER KIN DEFENDER

The Hero (one Adventure theme) comes across a dam guarded by a cautious Beaver Kin.

1) Might: Initially, none (one less than the Hero).

2) CR: The Narrator rolls 6, adding an Adventure aspect: "Wetland deftness". A second roll gets a 3, so the CR is +++.

3) Limits: Fighting them is the hardest way through, so *harm* 4 (CR+1). Next comes reassuring, as they are cautious: *reassure* 3 (same as CR). Finally, if the Hero can draw them away from the dam, the Defender can be easily *outrun* 2 overland (CR-1).

4) Tags & Statuses: 3 tags and 3 status tiers (same as CR): *dam*, *wooden spear*, *wooden shield*, *alert-1*, *suspicious-2*.

5) Threats & Consequences: Its Role is Obstacle. Looking at the **Challenge Action Oracle**, the Narrator revises the Consequences to match the Challenge (there are no Threats). The third Consequence is chosen to be its main, dealing a status equal to CR (tier 3); all others deal half as much (rounded up, tier 2) or one tag.

1. Refuse to let someone near or across their dam (**Blocked**)
2. Fortify themselves behind a spiky wooden barricade (gain *fortified*-2)
3. Throw a wooden spear at unwanted guests (*wounded*-3)
4. Entrench themselves against a specific social approach (scratch one tag)
5. Someone's foot gets caught between the dam logs (*restrained*-2)
6. Call reinforcements (**New Challenge**: another Defender shows up)

The Challenge Action Oracle

The Challenge Action Oracle helps you choose an action for your Challenge based on their **Role** (page 110) which was chosen when you rolled the **Conflict Oracle** for the scene.

- Find the Challenge Role on the Challenge Action Oracle table.
- Roll a d6. The table will point you to a specific Consequence that is about to occur, and offer a Threat you can use to warn the Hero of what is about to happen.

Aggressor

THREATS & CONSEQUENCES

ATTACK Rush or clash with obvious violent intent

- ◆ ☐ Strike defensively (give a weak harmful status, and gain *parry-1* or *guarded-1*)
- ◆ ☒ Strike with force (give a harmful status such as *wounded*)
- ◆ ☓ Lash out with a violent strike (give a strong harmful status, but gain *exposed-1*)

MANEUVER Harry, harass, or threaten

- ◆ ☒ Put in a compromised position (negative positional status such as *prone*) or block movement (**Blocked**)
- ◆ ☓ Disarm or lower defenses (scratch a tag or reduce a positive status) or strike with fear or confusion (*intimidated* or *confused*)

RALLY Call or signal for reinforcements

- ◆ ☒ Reinforcements arrive (**New Challenge** or increase Might)

Charge

THREATS & CONSEQUENCES

FOLLOW Try to match the Hero's steps, inadequately

- ◆ ☐ Make too much noise or distract (**Exposure**, remove *hidden*, or *distracted*)
- ◆ ☒ Suddenly be gone, having been separated from the Hero or wandered off (**Complication**)

BLUNDER Move toward danger in a panicked or oblivious state

- ◆ ☒ ☐ Move right into the path of danger (**Complication**, or gain *exposed* or *panicked*)
- ◆ ☒ ☒ Scream for help (**Exposure**, **New Challenge**, or give *compelled-to-help*)
- ◆ ☒ ☓ Become captured, trapped, or entangled (gain *restrained*)

BE HURT Come under attack or immediate danger

- ◆ ☒ ☒ Suffer harm or injury, possibly fatal (gain a harmful status, or **Ill Tidings**)

Countdown

THREATS & CONSEQUENCES

GET WORSE Continue to progress

- ◆ ☐ Advance (gain *progress-1*)
- ◆ ☒ Advance aggressively, harming any opposition (gain *progress-1* and give a harmful status)
- ◆ ☓ Worsen in an obvious and terrifying way (gain *progress-1* and give *worried* or *scared*)

BREAK OUT Begin to undermine restraints or limitations on its progress

- ◆ ☒ Shatter through a hinderance (scratch tags or remove hindering statuses)

DEFEND Signal or call upon defenders to ensure its progress

- ◆ ☒ ☒ Summon a new defender (**New Challenge** or increase Might of defenders)
- ◆ ☒ ☒ A defender of the process attacks (roll on **Aggressor** or **Influence**)

The Challenge Action Oracle (cont.)

Influence

THREATS & CONSEQUENCES

- ENTICE** Beckon someone to engage in conversation
- ∅ Make an impression (gain *friendly* or give *curious*)
 - ∅ Discern or reveal a secret or weakness (**Exposure** and gain a tag for it)
 - ∅ Attract, offering something desired (give a compelling status such as *interested* or *beguiled*, or gain a desirable tag)
- CONVINCE** Speak in a compelling way
- ∅ Disarm resistance or sow self-doubt (scratch a tag or reduce a positive status)
 - ∅ Strongly influence (give a compelling status such as *convinced* or *tempted*)
 - ∅ Make a deal or press to choose (give *indebted* and a desired tag, or **Force The Hero To Choose**)

Mystery

THREATS & CONSEQUENCES

- ∅ Conditions worsen, making revealing the truth harder (gain obscuring status or tag such a *foggy-2* or *disturbed evidence*)
- ∅ A useful source of information runs dry or is exhausted (scratch a tag)
- ∅ Clues are inconclusive or only part-true (**Yes, But...**)
- ∅ The truth is slipping away (gain *confounding*, or give a witness *tight-lipped* or *bewitched*)
- ∅ The investigators pay a price: *frustrated* by lack of progress, *shocked* by what they find, etc.
- ∅ A vital clue or witness escapes the investigators (**New Challenge** with the **Quarry** role) or a someone steps up to repel the investigators (**New Challenge** with the **Aggressor** role)

Obstacle

THREATS & CONSEQUENCES

- ∅ A possible way through is sealed, blocked, or ruined (**Blocked**)
- ∅ Become (or be revealed to be) more difficult to pass (gain a positive status or tag such as *steep incline*, *covered in brambles*, *flaming-3*)
- ∅ Harm someone interacting with it or attempting to pass (give a harmful status)
- ∅ Break a tool, exhaust a resource, or make a useful skill irrelevant (reduce a resource status or scratch a tag)
- ∅ Entangle, web, paralyze, or otherwise restrain passers-through (give *restrained*)
- ∅ Summon or spawn guardians (**New Challenge**, with the **Aggressor** or **Watcher** role)

Pursuer

THREATS & CONSEQUENCES

- GIVE CHASE** Move with haste towards the quarry
- ∅ Draw closer and closer (add a status on the *catch* or *track* Limit)
 - ∅ Gain momentum (gain *speeding-1*, and add a status on the *catch* or *track* Limit)
 - ∅ Overcome an obstacle (scratch an obstacle tag and add a status on the *catch* or *track* Limit)
- HINDER** Prepare an attack or a trick that would slow its quarry down
- ∅ Force the quarry to slow or reveal itself (give a hindering status, such as *hobbled* or *slow*, or scratch a movement, mount, or transport tag)
 - ∅ Create an obstacle up ahead or steer the chase into one (create an obstacle tag)
 - ∅ Maneuver to block escape in a specific path (**Blocked**)

The Challenge Action Oracle (cont.)

Quarry

THREATS & CONSEQUENCES

FLEE Escape its pursuers with great speed or cunning

- ❖ Move further away (add a status on the *outrun* or *escape* Limit)
- ❖ Gain momentum or mask their tracks (gain *speeding-1* or *hidden-1*, and add a status on the *outrun* or *escape* Limit)
- ❖ Clear an obstacle (scratch an obstacle tag and add a status on the *outrun* or *escape* Limit)

HINDER Maneuver or devise a way to put obstacles in the way of its pursuer

- ❖ Slow or confuse the pursuer with diversions or by impairing abilities (give a hindering status or scratch a tag)
- ❖ Put an obstacle in the pursuer's path (create an obstacle tag)
- ❖ Draw another party into the chase (**New Challenge**)

Sapper

THREATS & CONSEQUENCES

MEASURE Study the Hero and their actions, seeking a weak point

- ❖ Identify a Hero's weakness (**Exposure** or give a negative tag) or break their defenses (scratch a tag)
- ❖ Find an *advantageous-position* or hide in the shadows or on the fringes (gain *hidden*)

WEAKEN Make a move against a Hero's very strength or capabilities

- ❖ Harry the Hero or sap their strength (give a hindering status such as *drained*, *despaired*, *hobbled*, *weakened*, *exposed*, etc.)
- ❖ Deplete an important resource (reduce a resource status, such as *supplies*, or give a scarcity status, such as *low-on-arrows*)
- ❖ Sabotage a useful ability, item, position, or process (scratch a tag, reduce a positive status, or set back a progress status)
- ❖ Put an obstacle in a Hero's path (create an obstacle tag)

Support

THREATS & CONSEQUENCES

AID Rush to the help of their allies

- ❖ Empower their allies (give *inspired*, *confident*, *energized*, etc., or increase their Might)
- ❖ Protect their allies, block an attack, or create cover (give a defensive status such as *guarded* or *warded*, or cover tags such as *barricade*, or **Blocked**)
- ❖ Heal their allies or restore their strength (reduce a hindering or harmful status)
- ❖ Recover their allies' abilities (restore a Challenge's original tags)
- ❖ Grant their allies a new asset or ability (create a tag)
- ❖ Restore or replace a fallen ally (**New Challenge**: bring a defeated Challenge back)

Watcher

THREATS & CONSEQUENCES

PATROL Look out for anything suspicious

- ❖ Notice something that makes them agitated or vigilant (gain *alert* or *suspicious*)
- ❖ Spot its quarry, or find evidence of activity (**Exposure**)

CLOSE IN Approach steadily, narrowing down the options

- ❖ Remove obstacles in their path to the truth (remove a concealing tag or status, such as *disguise*, *hidden*, or *mysterious*)
- ❖ Close down a path of escape or evasion (**Blocked**)

STUDY Work to figure out what is going on

- ❖ Reveal vital information about their quarry or their plans (**Exposure**, and remove preparedness statuses or tags)
- ❖ Figure out their quarry's next move (**Exposure** and gain *prepared*)

The Consequence Oracle

The Consequences Oracle helps you choose non-Challenge Consequences for an action. This happens when an action had no Threat or blocked a Threat from a Challenge but still generated Consequences due to a 7-9 outcome (or other rules).

- Roll a d66, find the matching Consequence, and interpret it for your situation or roll a d6 for a more specific result.

Remember, you can still interpret a 7-9 outcome as an **Attack of Opportunity** from a Challenge. In such a case, look for the Challenge's Consequence in its profile or use the Challenge Action Oracle (page 251).

ROLL D66	CONSEQUENCES OF THE ACTION	SPECIFIC CONSEQUENCES (D6)
11-14	A NEW DANGER The Hero ran into a new Challenge or a new Threat from an existing Challenge. (New Challenge, Complication , optionally give the Hero <i>surprised</i>)	<input type="checkbox"/> Hero is <i>surprised</i> or <i>unprepared</i> <input type="checkbox"/> Hero is <i>startled</i> or <i>scared</i> <input type="checkbox"/> Hero is <i>exposed</i> or <i>distracted</i> <input type="checkbox"/> Scratch ally tag(s) <input type="checkbox"/> Scratch Hero tool or weapon <input type="checkbox"/> Scratch Hero ability
15-22	COLLATERAL DAMAGE The action unintentionally affects something or someone that the Hero did not want to affect. (Give an ally a negative status or scratch their tags, Ill Tidings)	<input type="checkbox"/> Ally is <i>wounded</i> <input type="checkbox"/> Ally suffers Effects of action <input type="checkbox"/> Scratch ally tool or weapon <input type="checkbox"/> Scratch useful scene tag <input type="checkbox"/> Create <i>obstacle</i> or <i>hazard</i> <input type="checkbox"/> An innocent is hurt (Ill Tidings)
23-26	EXPOSURE The Hero betrays vital information to their adversaries such as their location, identity, intentions, or plan of action. (Exposure , give the Challenge an advantageous tag or status)	<input type="checkbox"/> Hero's location <input type="checkbox"/> Hero's abilities <input type="checkbox"/> Hero's intentions <input type="checkbox"/> Hero's weaknesses <input type="checkbox"/> Hero's identity <input type="checkbox"/> Reroll and apply to ally
31-34	EXPENDITURE The Hero expends resources (stamina, arrows, ingredients, mana, etc.). (Scratch a tag, give a negative status like <i>exhausted</i> , or reduce the Hero's resource status like <i>mana</i>)	<input type="checkbox"/> Hero is <i>tired</i> <input type="checkbox"/> Scratch Hero tool or weapon <input type="checkbox"/> Hero is <i>low-on-[resource]</i> <input type="checkbox"/> Hero is <i>disheartened</i> <input type="checkbox"/> Reduce Hero positive status <input type="checkbox"/> Roll again twice
35-42	HARM The Hero was harmed during the course of their action. (Give a negative status such as <i>bleeding</i> , <i>burned</i> , <i>upset</i>)	<input type="checkbox"/> Hero is <i>wounded</i> or <i>bleeding</i> <input type="checkbox"/> Hero is <i>humiliated</i> or <i>embarrassed</i> <input type="checkbox"/> Hero is <i>burned</i> or <i>poisoned</i> <input type="checkbox"/> Hero becomes <i>sick</i> <input type="checkbox"/> Hero is <i>knocked-back</i> or <i>prone</i> <input type="checkbox"/> Hero must pay (<i>short-on-coin</i>)
43-46	IMPERFECT EXECUTION The Hero didn't get everything they wanted out of the action. (Yes, but... , add a negative story tag or status)	<input type="checkbox"/> Shoddy (add negative tag) <input type="checkbox"/> Incomplete or spotty <input type="checkbox"/> Unreliable or chancy <input type="checkbox"/> Expires sooner than expected <input type="checkbox"/> Vague, indefinite or undecisive <input type="checkbox"/> Roll again and also <i>seems-fine</i>
51-54	LOSS OF ADVANTAGE The Hero lost an advantage they previously had or worked to achieve. (Remove or reduce a Hero's beneficial status or scratch their beneficial tags)	<input type="checkbox"/> Scratch Hero tool or weapon <input type="checkbox"/> Reduce Hero positive status <input type="checkbox"/> Lose favorable position <input type="checkbox"/> Block best path to goal (Blocked) <input type="checkbox"/> Reduce opponent negative status <input type="checkbox"/> Scratch positive scene tag
55-62	SIDE EFFECTS The Hero's action had unexpected or unwanted results. (Create a negative tag in the scene or give the Hero a negative status or tag)	<input type="checkbox"/> Hero is <i>distracted</i> <input type="checkbox"/> Hero is <i>restrained</i> <input type="checkbox"/> Hero is <i>humiliated</i> <input type="checkbox"/> Hero is <i>wanted</i> or <i>marked</i> <input type="checkbox"/> Create <i>obstacle</i> or <i>hazard</i> <input type="checkbox"/> Scratch Hero ability
63-66	WASTED TIME The Hero spent too much time on this action, allowing other negative complications to unfold. (Advance a progress status, Block a missed course of action, make the conditions worse with tags or Complications)	<input type="checkbox"/> It's too late to... (Blocked) <input type="checkbox"/> Hero and allies are <i>tired</i> <input type="checkbox"/> A New Danger (see above) <input type="checkbox"/> Create a negative conditions tag <input type="checkbox"/> An opponent advances (Comp') <input type="checkbox"/> <i>time-passes-1</i> . At tier 4, roll again but make it much worse.

The Revelations Oracle

The Revelations Oracle is used to reveal series-level lore and details that propel your epic journey forward in a Mountain-style series. Read the full explanation under **Playing A Solo Or Co-Op Mountain Series** (page 71).

Use this oracle whenever your Hero(es) makes a major discovery but you're not sure what it is. This could be when they finally reach the reclusive druids and have a chance to learn about the cause for the plague, or when they open an ancient tome hidden in a ruin that reveals a secret about the evil warlock.

The table is divided into the three Acts of the Mountain model. The revelations become more dramatic from Act to Act, initially referring to the local dangers that your Hero may encounter on their journey, and then building up towards revealing the Great Danger (the Series Challenge) and its Agents. If you don't know yet what the Great Danger is, use the **Conflict Oracle** (page 245) to help flesh that out.

- Roll a d66 and read the revelation in the column corresponding to the Act you're in – I, II, or III. Interpret the result based on the situation you're in.

ROLL D66	ACT I	ACT II	ACT III
11-14	The Heroes' home is facing a never before seen danger.	The greater world is dangerous.	The Great Danger has the power to reach their end goal and is making final preparations.
15-22	The dangers are caused by a common source.	Some of the greater world's dangers can also become allies, tools, lore, etc.	The Great Danger has certain attributes that make it invincible or unstoppable.
23-26	The source of the danger is nearby.	The Heroes must grow in order to face the world's mighty dangers.	The Great Danger has a vulnerability or weakness.
31-34	The Heroes are unequipped to deal with this danger.	All dangers faced so far have an immensely powerful common source - the Great Danger.	Overcoming a specific Agent will weaken or expose the Great Danger in a specific way.
35-42	Someone nearby has the greater knowledge needed to face the danger.	Many places are threatened by the Great Danger, like the Heroes' home.	A unique place, item, ability, or ally can exploit the Great Danger's weaknesses.
43-46	A hidden strength or resource can help the Heroes overcome the danger.	The Great Danger has noticed the Heroes and seeks to stop them.	The path to overcoming the Great Danger demands an equally great price or sacrifice.
51-54	A dangerous undertaking is needed to find a way to overcome the danger.	The Great Danger has a specific end goal toward which it strives.	A price that the Hero is unwilling to pay may be traded for another, but arranging this is extremely difficult.
55-62	This danger originates from a bigger threat to the Heroes' way of life.	Some of the Great Danger's power is carried by powerful places, creatures, or beings - the Agents.	The Great Danger will launch its final stroke imminently.
63-66	A greater threat will produce more dangers if the Heroes don't rise to meet it.	There is a way to overcome or circumvent one of the Great Danger's chief Agents.	The Heroes are now able to approach the Great Danger and make their attempt to stop it.

Challenge by Rating

CHALLENGE	CHALLENGE RATING AND MIGHT	PAGE	CHALLENGE	CHALLENGE RATING AND MIGHT	PAGE
Commoner	♦	113	Monsterous Spider & Web	♦♦♦♦	141
Enchanted Villagers	♦	218	Obsessive Cultist	♦♦♦♦	163
Imposing Pet	♦	115	Protective Bear	♦♦♦♦	142
Nimble Pickpocket	♦	162	Rival Bard	♦♦♦♦	165
Runaway Farm Animal	♦	127	Stern Magistrate	♦♦♦♦	117
Abandoned Well	♦♦	122	Twisted Creation	♦♦♦♦	193
An Honest Day's Work	♦♦	123	Wrathwood Tree	♦♦♦♦	143
Animated Effigy	♦♦	218	Bargaining Devil	♦♦♦♦♦	156
Boggart	♦♦	124	Bewitching Glade	♦♦♦♦♦	138
Crafty Rumormonger	♦♦	114	Otherworldly Assailant	♦♦♦♦♦	159
Grumpy Keeper	♦♦	114	Plotting Courtier	♦♦♦♦♦	170
Hedge Witch	♦♦	125	Rampaging Giant	♦♦♦♦♦	142
House Hob	♦♦	115	Stained Saint	♦♦♦♦♦	192
Lone Tracker	♦♦	126	Sadistic Gauler	♦♦♦♦	171
Ominous Raven	♦♦	127	Drowning Beauty	♦♦♦♦♦	152
Respected Elder	♦♦	117	Raiding Longboat	♦♦♦♦	153
Tavern Lark	♦♦	165	Compactor Trap	♦♦♦♦♦♦	191
Will-O'-The-Wisp	♦♦	143	The Heap-Thing	♦♦♦♦♦♦♦♦	225
Avoided Acquaintance	♦♦♦	112	Keeper of Thresholds	■♦♦♦♦	158
Brutal Outlaw	♦♦♦	131	Antlered Forest Spirit	■♦♦♦♦♦	136
Maddened Woodcutter	♦♦♦	140	Distrustful Ruler	■♦♦♦♦♦	169
Pastoral Priest/ess	♦♦♦	116	Hearless Warlock	■♦♦♦♦♦	189
Stagnant Thoughts	♦♦♦♦	183	Immortal Vampire	■♦♦♦♦♦	190
Ambitious Conjurer	■♦♦	130	Kraken	■♦♦♦♦♦	153
Big Cat	■♦♦	138	Outlaw Overlord	■♦♦♦♦♦	164
Dismal Ferry Ride	■♦♦	131	Greedy Dragon	■■■♦♦♦♦♦♦	184
Grabbing Gnome	■♦♦	133	Dark Tyrant	■■■■■♦♦♦♦♦	188
Plague Rats	■♦♦	162	Soldier	Varies ♦♦	179
Ragged Jester	■♦♦	158	Swarm of Insects	Varies ♦♦	183
Shrewd Merchant	■♦♦	133			
Swarming Minions	■♦♦	191			
Unshaven Revenant	■♦♦	159			
Ardent Knight	■♦♦♦	168			
Backwoods Haunting	■♦♦♦	123			
Battlefield Leader	■♦♦♦	176			
Bloodthirsty Reaver	■♦♦♦	139			
Bombardier	■♦♦♦	177			
Catspaw	■♦♦♦	169			
Changeling	■♦♦♦	157			
Corrupted Vermin	■♦♦♦	182			
Cursed Bonfire	■♦♦♦	218			
Dog Boys	■♦♦♦	132			
Fabled Bird of Prey	■♦♦♦	139			
Frontier Healer	■♦♦♦	178			
Local Godling	■♦♦♦	140			
Megalith	■♦♦♦	141			
Moldering Jack	■♦♦♦	126			